

OFFENSE



1999

1

2

3



# **Individual Wide Receivers**

# MIAMI DOLPHINS WIDE RECEIVERS INDIVIDUAL SECTION

## FORD'S FOLLIES

Improve our listening ability  
Able to run all day  
Minimize mental breakdowns  
NO CHAPS – Clipping • Holding • Alignment • Pass Interference Penalties  
Proper attitude of being a complete ball player  
Be aggressive blockers  
Average 17.1 yards per catch  
Ability to blow out the fuses

## 6 P's – Perfect Practice Prevent Piss Poor Performance

### 5 steps in Blocking

1. A sincere want
2. Keep your head up / Move your feet / Control the defenders shoulder pads
3. Shoot the hands / Stay below the defenders powerline
4. Anticipate the Defenders move
5. Aggressive 2<sup>nd</sup> & 3<sup>rd</sup> effort

## Types of Blocks

- Run Thru**  
Vs bump & run come off the LOS. Run thru the outside number of the defender. Do not stop, run hard until you hear the whistle. Take him to the popcorn stand.
- Drive & Crack**  
Come off the LOS. POA outside number of deep 1/3. Shoot the hands at the outside number. Move your feet.
- Drive & Cut**  
Play is going away. We want to be aggressive. Run thru the defenders thigh.
- Rooster**  
Used mainly by the X receiver vs cov 2 corner when blocking 1<sup>st</sup> secondary support. Stay parallel to LOS. POA inside numbers.

## Stance

2 point stance with inside leg up. With emphasis placed on feel tension of the quadriceps muscle of the forward leg. Release from the LOS when the football is snapped. CP: Watch the football.

## Alignment

The play will govern the alignment of the receivers.

Rule of Thumb:

If the ball is in the middle of field, in regular formation, X & Z will align at the bottom of the numbers. If the ball moves 1 yard toward you, you move 1 yard outside the numbers. No wider than 3 yards outside the numbers. If the ball moves 1 yard away from you, you move 1 yard closer to the ball. No further than the top of the numbers.

## Max Alignment

The play will govern the alignment. Ball is on the hash. Short field receiver aligns 8 yards from sideline, wide field receiver top of the numbers.

See example: 3

## Slot Rule

The play will govern which receivers will set the alignment. The other receiver will align 6 yards from him.

See example: 4

## BUMP & RUN RELEASES

### Diamond

45 degree angle inside or out. Get yourself back into a straight line. Use a minimum of 3 steps.

### Clear

Release from the LOS with no shuffle. Clear your near shoulder upfield from the defender's hands quickly and aggressively.

### Swim

Grab release side wrist of defender. Lateral cross with far hand & press defender's shoulder blade.

### Chop

Any combination of a release. Quick aggressive hand chops on the defender's wrist.

### Engage

The defender has you in the grasp. Run upfield grab defenders wrist with both hands & throw.

## PATTERN BREAKDOWN

Two ingredients we must master to be a great route runner. Come off the LOS & the ability to accelerate out of the cut.

### Take Off

Must master for both run & pass. Come off the LOS hard & low.

### Stem

Body control speed with a little wiggle vs trail technique.

### Stick

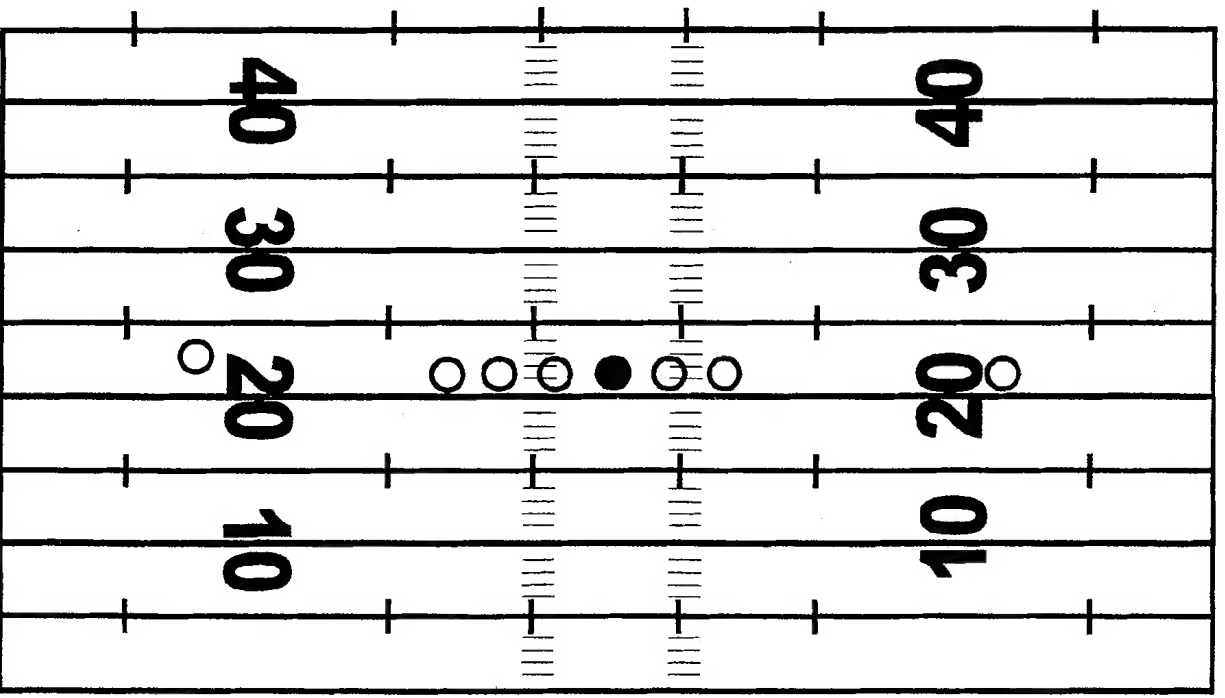
Along step or upper body take away from the final direction.

### Final Step

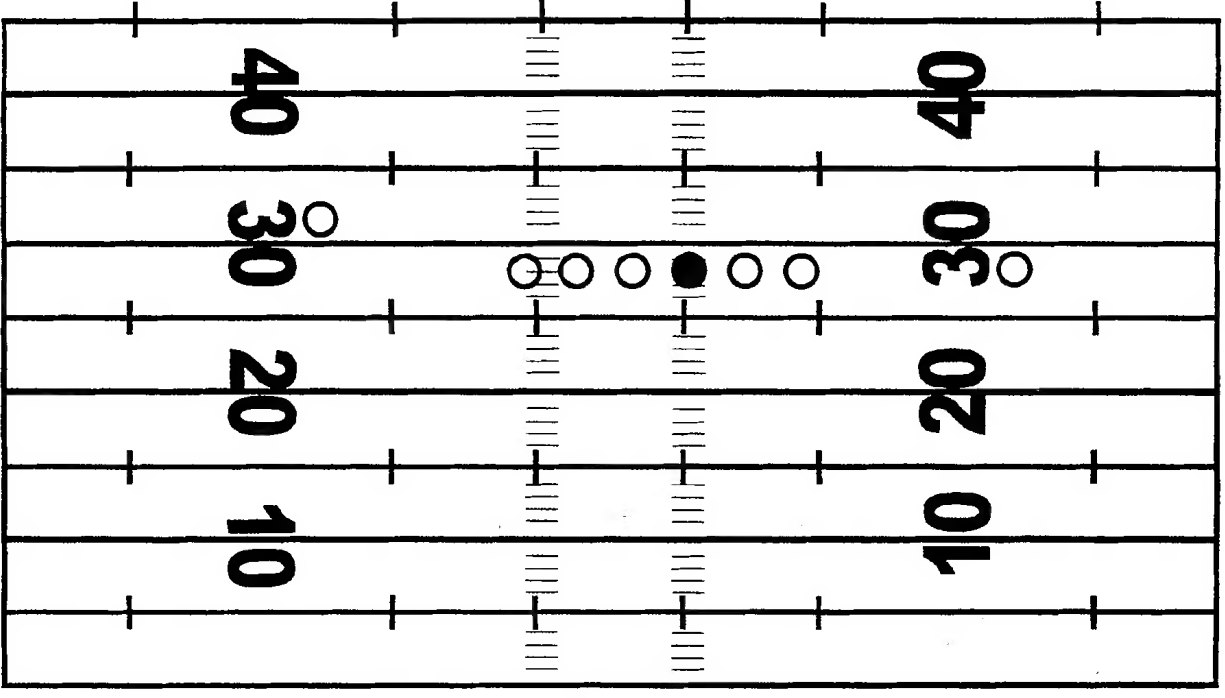
Proper body angle, head first, accelerate out of your cut to the football.

## Catching

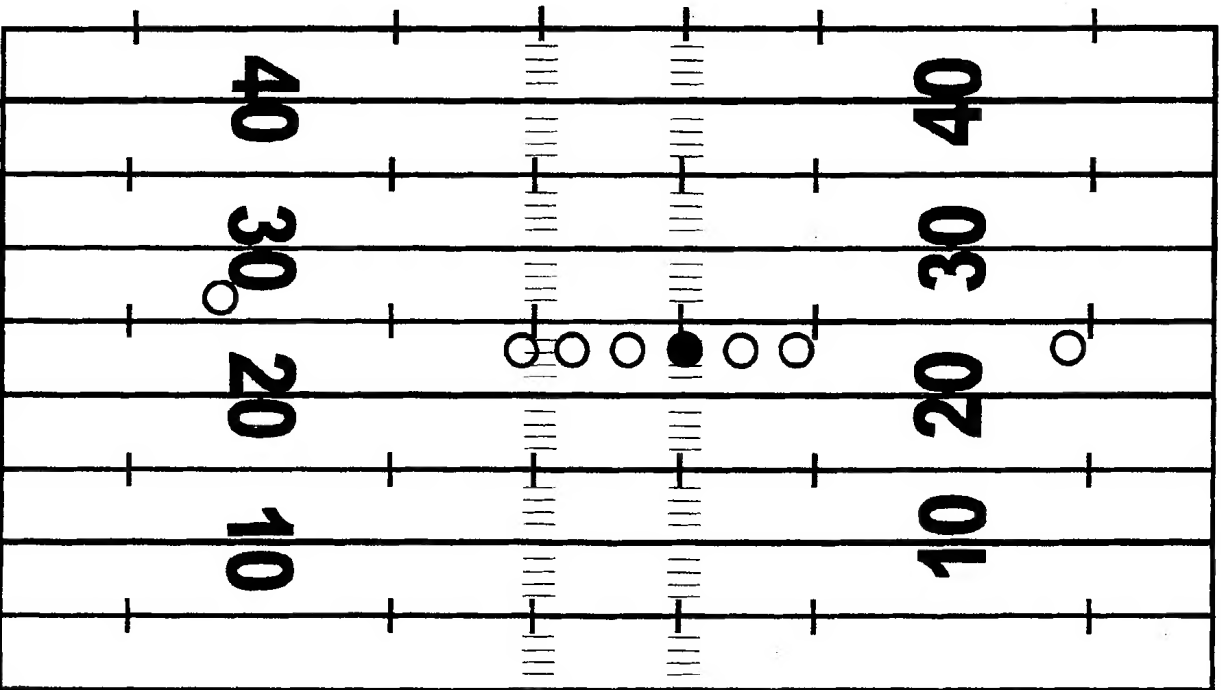
Watch the point, grab the fat, tuck away with both hands then score!!



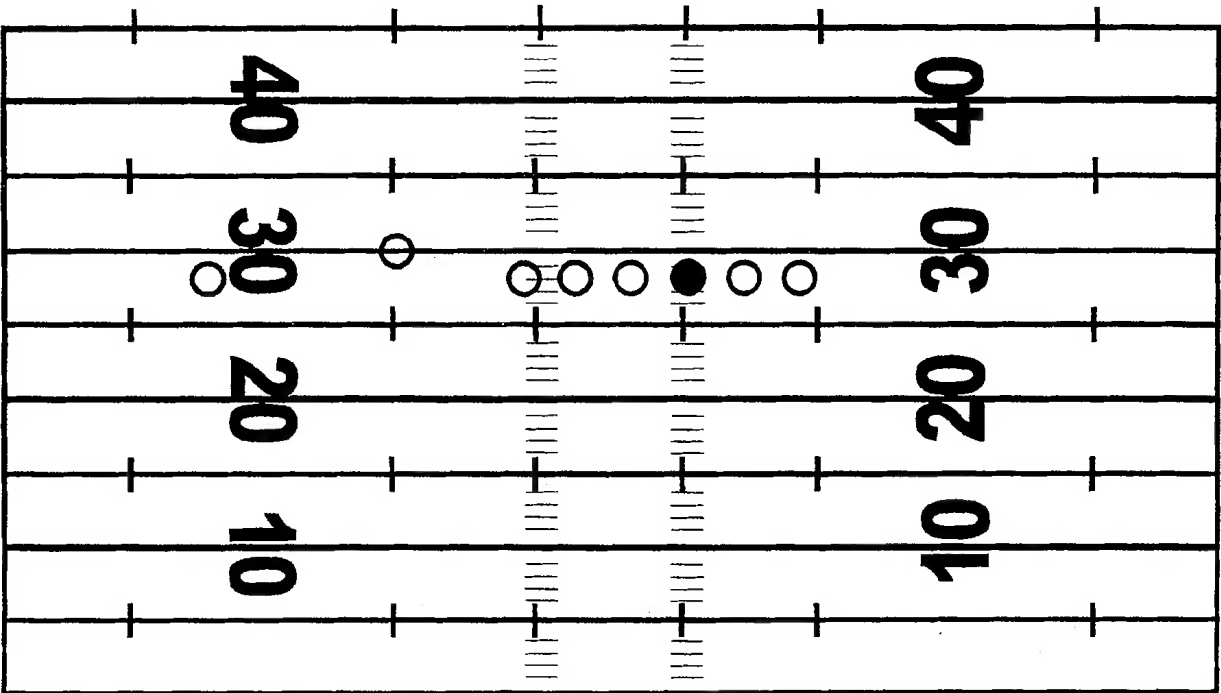
Example 1: Regular alignment - middle of the field



Example 2: Regular alignment on the hash



Example 3: Max alignment



Example 4: Slot alignment

## Individual Hand Signals

The following are individual hand signals given to a wide receiver to take advantage of DB's technique.

1.	One Finger Down	=	HITCH	=	HITCH and GO
2.	Two Fingers Down	=	SLANT	=	SLANT and GO
3.	Three Fingers Down	=	QUICK OUT (4-6)	=	QUICK OUT and GO
4.	Four Fingers Down	=	CURL (12 yds)	=	CURL and GO
5.	Five Fingers Down	=	TAKEOFF	=	
6.	Five Fingers Flexing	=	POST	=	
7.	Closed Fist	=	OUT (12 yd)	=	

# Individual Hand Signals

The following are individual hand signals given to a wide receiver to take advantage of DB's technique.

1.	One Finger Down	=	HITCH (1)	HITCH and GO
2.	Two Fingers Down	=	SLANT (2)	SLANT and GO
3.	Quick Turning of Key	=	QUICK OUT (4-6 yds) (QK3)	
4.	Three Fingers Down	=	OUT (10-12) (3)	OUT and GO
5.	Four Fingers Down	=	CURL (14 yds) (4)	CURL and GO
6.	Five Fingers Down	=	COMEBACK (5)	
7.	Pointer & Little Finger	=	POST (8)	
8.	Closed Fist	=	TAKEOFF (9)	
9.	Closed Fist Thumb Out	=	SQUARE IN (6)	



# Terminology

ITEM

General Glossary

PAGE

1-3



# Terminology

<u>ITEM</u>		<u>PAGE</u>
General Glossary		1-3

# GENERAL GLOSSARY OF OFFENSIVE TERMS

AUDIBLE	REFERS TO THE QB CHANGING THE PLAY AT THE LOS.
AWAY	BLOCKING OR FAKING AWAY FROM PLAY CALLED.
BASIC	THE STANDARD, NORMAL PROCEDURE.
BLAST	ROUTE ADJUSTMENT FOR THE Y ON SOLID PROTECTION VS #3 AND #4 RUSHING.
BOX	THE AREA AROUND THE OFFENSIVE FRONT 5 YARDS OFF THE LOS AND 2 YARDS OUTSIDE THE TE AND GHOST TE.
C.P.	COACHING POINT.
CENTER BUBBLE	CENTER COVERED BY A LB OVER HIM.
DOUBLE AREA	AREA OUTSIDE HIP OF THE WEAKSIDE TACKLE.
EMOL	END MAN ON LINE OF SCRIMMAGE.
FB	DENOTES FULLBACK.
FIRST FORCE	BLOCKER RESPONSIBLE FOR DEFENSIVE BACK THAT HAS PRIMARY FORCE.
GAP	AREA BETWEEN TWO OFFENSIVE PLAYERS.
GUARD BUBBLE	GUARD COVERED BY A LB OVER HIM.
HB	DENOTES HALFBACK.
HOLE NUMBER	THE MAN OVER WHICH THE PLAY IS RUN.
L.O.S.	LINE OF SCRIMMAGE.
LANDMARK	DESIGNATED POINT AT WHICH A LINEMAN MAKE CONTACT WHEN EXECUTING DIFFERENT TYPES OF BLOCKS. OR BALL CARRIER'S AIMING POINT.
LBERS	LINEBACKERS.

LEVEL 1 LINE OF SCRIMMAGE.

LEVEL 2 DEFENDERS ALIGNED AT LINEBACKER DEPTH.

MAN ON DEFENSIVE MAN ALIGNED ON THE L.O.S. ON ANY PART OF OFFENSIVE BLOCKER.

MAN OVER DEFENSIVE MAN ALIGNED OFF L.O.S. ON ANY PART OF THE OFFENSIVE BLOCKER.

MIDDLE THIRD BLOCKER RESPONSIBLE FOR DEFENSIVE BACK THAT HAS OCCUPIED MIDDLE OF FIELD.

N/T NOT THERE.

OFFSIDE THE SIDE AWAY FROM WHICH PLAY IS RUN.

ONSIDE THE SIDE TO WHICH PLAY IS RUN.

P.O.A. POINT OF ATTACK.

PLAYSIDE GAP GAP CLOSEST TO THE P.O.A.

POCKET THE ARRANGEMENT OF THE ARMS AND HANDS TO TAKE A HAND OFF. ALSO THE AREA WHERE THE QB WILL SET UP TO THROW THE BALL.

Q A TERM WHICH DESIGNATES A CERTAIN RECEIVER TO LOOK QUICK IF A BLITZ OCCURS ON A PASS PLAY.

SECOND FORCE BLOCKER RESPONSIBLE FOR DEFENSIVE BACK THAT IS SECONDARY FORCE.

SIGHT ADJUSTMENT ROUTE ADJUSTMENT BY X VS. A WILL/FREE SAFETY OR WILL WEAK CORNER BLITZ.

STRONG SIDE THE SIDE OF T.E.

TACKLE BUBBLE TACKLE COVERED BY A LB OVER HIM.

TO BLOCKING OR FAKING TOWARD PLAY CALLED.

TRIPS AREA AREA OUTSIDE HIP OF THE TIGHT END.

UNCOVERED NO DEFENSIVE MAN ON OR OVER AN OFFENSIVE BLOCKER.

WEAK SIDE THE SIDE AWAY FROM T.E.

Z

DENOTES STRONGSIDE WIDE RECEIVER.

Y

DENOTES TIGHT END.

X

DENOTES WEAKSIDE WIDE RECEIVER.

Huddle

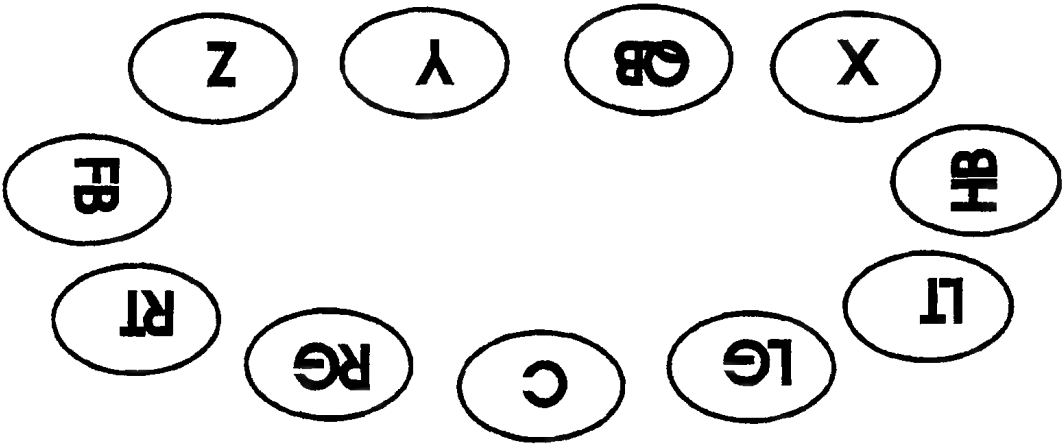
ITEM

Huddle

PAGE

1

# 



# 

# 

**CENTER** - Set the huddle - 7 yards from the ball

**FRONT 5** - Center and Guard's back parallel to the L.O.S. Tackles turned in at approximately 45° angle. Hands on knees - good squared up position - eyes on the QB.

**BACKLINE** - Align in corresponding gaps created by the Front 5 - hands on knees - good squared up position - eyes on the QB.

**FULLBACK and HALFBACK** - Close out the huddle by facing each other - hands on knees - good squared up position - eyes on the QB.

# 

**QUARTERBACK** - Step into the huddle and call the following information:

- a. Formation
- b. Any Movement
- c. Play
- d. Blocking Pattern
- e. Pass Pattern
- f. Snap Count

**THE BREAK** - On the command of "Ready - Break", all clap hands, turn inside, jog to the L.O.S.

# 

QB - you have complete control of the huddle.

QB - you must be constantly aware of the amount of time remaining on the 25/40 second clock.

Huddle discipline is of great importance as this is where every successful play begins.

Get in and out of the huddle as quickly as possible as we only have 25/40 seconds between each play.

# Cadence Play Calling

<u>ITEM</u>	<u>PAGE</u>
Cadence	1
Check with me System	2

# Cadence

The cadence system is based on our attempt to take advantage of surging defenses either to catch them offside or off-balance while they are attempting to "get back". This cadence system is known as a non-rhythmic count. The five basic snap counts we will use are: "Second Sound", "Third Sound", and Numbered Sound (1,2,3). Remember, going on the "second sound and third sound" will help our pass protection and keep the defensive line tense and off balance.

## Snap Counts

**1. Second Sound -** QB: "Set (pause) Hut".  
Second sound all will go.

**2. Third Sound -** QB: "Set (pause) Hut (pause) Hut".  
Ball is snapped on 2nd Hut good change up cadence.

**3-5. Numbered Sound -** A. On 1-Indicates we will go on the first "Hut" after the color and number are repeated twice.  
QB: "Set. (Pause)..Green 18 (Pause) Hut" (go on first HUT).

B. On 2-Indicates we will go on the second "Hut" after the color and number are repeated twice.  
QB: "Set. (Pause)..Green 18 (Pause) Hut (Pause) Hut" (go on 2nd HUT).

C. On 3-Indicates we will go on the third "Hut" after the color and number are repeated twice.  
QB: "Set. (Pause)..Green 18 (Pause) Hut (Pause) Hut (Pause) Hut" (go on 3rd HUT).

Used from Gun in opponents stadiums when crowd noise makes it difficult for the Center and Line to hear signals.

## Silent Count

A. Center looks back at QB & watches for him to pat inside thigh deliberately. Then Center looks up to check defense and snaps the ball when ready. Line be alert for the ball to be snapped once the Center raises his head.  
The Center can use:  
"Quick" call- Center will snap ball immediately after raising his head.  
"Slow" call- Center will snap ball with a pause, after raising his head.  
(Center makes this call in the huddle.)

B. QB must use hand signals for routes. These are given before QB pats inside thigh.  
C. Movement is controlled by the QB. Any movement must be done before QB pats inside of thigh. QB signals mover to start



## Check With Me System

When 2 opposite side plays (Run/Run CWM or Pass/Pass CWM) are called in the huddle, the directional call will be determined by the number in the cadence. Even Double Digit #'s go right; Odd Double Digit #'s go left.

**Ex: Huddle- "Double Right Belly CWM on one."**  
Cadence- "Set... Green 55... Green 55... Hut."

The play is Belly Lt.

If a Run/Pass CWM is called, the play will be determined by the color in the cadence or the last two digits of the pass. The color that indicates run will be **RED** and the color which indicates pass will be **BLUE**.

**Ex: Huddle- "Weak Right Call Left or Quick Flood Rt 212 Flat CWM on two."**

Cadence- "Set... Blue 12 ... Blue 12 ... Hut... Hut."  
The play is Quick Flood Rt 212.

Cadence- "Set... Red 55... Red 55... Hut... Hut."  
The play is Call Left.

We can use any of our 5 snap counts with **Check with Me's**. When using 2nd Sound or 3rd Sound, the directional call must come before the cadence.

Directional Calls:

Left	Odd	West	Odd Dbl. Digits i.e. 33,55
Right	Even	East	Even Dbl. Digits i.e. 44,66

**Ex: Huddle- "Ace Right Belly CWM Second Sound."**  
Cadence- "East... East... Set... Hut."

The play is Belly Right.

Audibles: In special situations audibles may be used. We will determine a live color to key in such audibles.

## Snap Counts

Normal Snap Counts	Alternative Snap Counts
Second Sound	B
Third Sound	C
On 1	100
On 2	200
On 3	300
	Wednesday

\* Repeat the call in the huddle = "Check-Check".  
\* Repeat the snap count = "Miami".

# Personnel Formation Movement

<u>ITEM</u>	<u>PAGE</u>
Personnel Groupings	1
Formations	2-9
Basic Movements	10-17

# 

### 

Regular	2RB 2WR 1TE		Palms Up
H	1FB 2WR 2TE	(TE in for HB)	2 Fingers Down
F	1HB 2WR 2TE	(TE in for HB)	2 Fingers & Thumb
X	2RB 1ZR 2TE	(TE in for X)	Crossed Fingers
Z	2RB 1XR 2TE	(TE in for Z)	Zorro Signal
HX	1FB 1ZR 2TE	(2TE's in for X & HB)	2 Fingers Down / Crossed Fingers*
FX	1HB 1ZR 2TE	(2TE's in for X & FB)	2 Fingers & Thumb / Crossed Fingers
Hawk	1RB 3WR 1TE	(WR in for RB)	Thumb / Little Finger
Eagle	2RB 3WR No TE	(WR in for TE)	3 Fingers Sideways
Falcon	1RB 4WR No TE	(WR's in for FB & TE)	4 Fingers Waving
Dolphin	1RB 3WR 1TE	(WR goes to Y, TE goes to FB)	Dolphin Fin

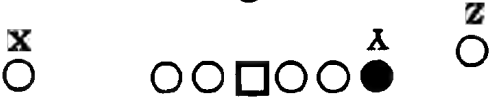







### 

Corvette – 2 HB's

Cadillac – 2 FB's

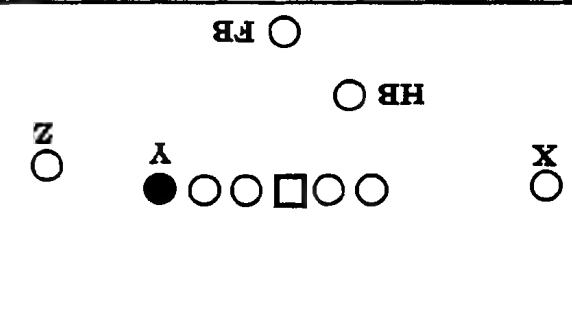
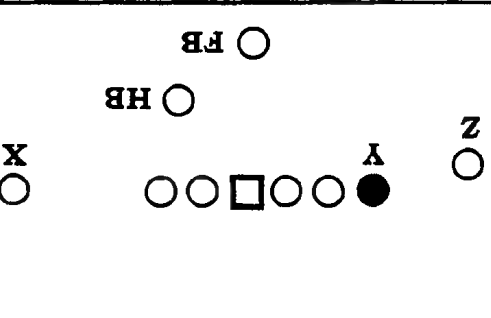
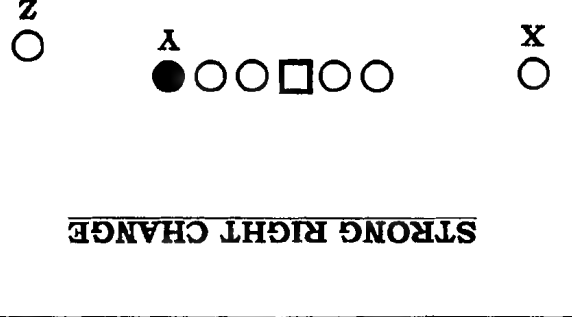
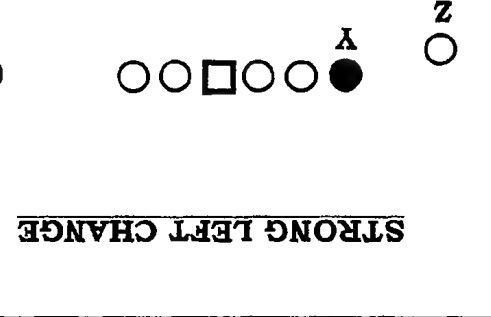
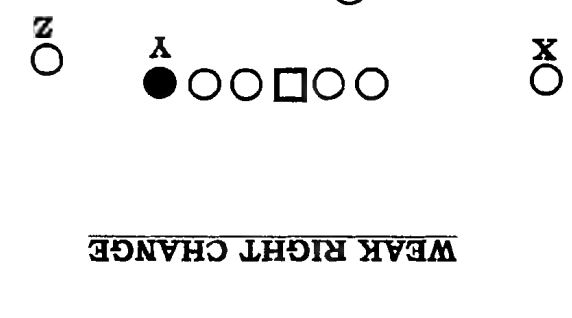
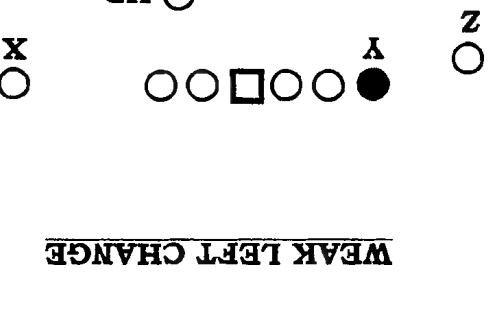
# FORMATIONS

## BASIC BACKFIELD ALIGNMENTS

<p>I LEFT</p> 	<p>WEAK LEFT</p> 	<p>STRONG LEFT</p> 	<p>SPLIT LEFT</p> 
<p>I RIGHT</p> 	<p>WEAK RIGHT</p> 	<p>STRONG RIGHT</p> 	<p>SPLIT RIGHT</p> 

# FORMATIONS

## BACKFIELD VARIATIONS

<p><u>WEAK RIGHT CHANGE</u></p> 	<p><u>WEAK LEFT CHANGE</u></p> 
<p><u>STRONG RIGHT CHANGE</u></p> 	<p><u>STRONG LEFT CHANGE</u></p> 
<p><u>SPLIT RIGHT CHANGE</u></p> 	<p><u>SPLIT LEFT CHANGE</u></p> 


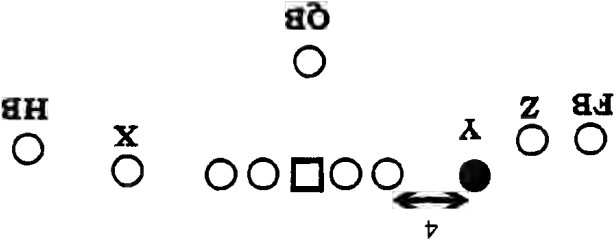
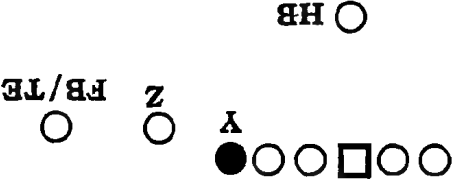
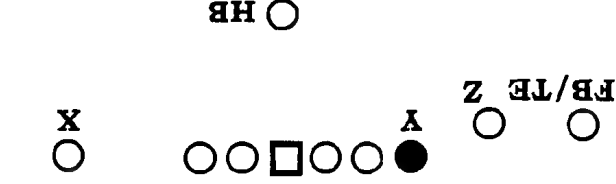
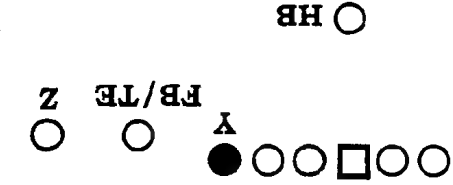
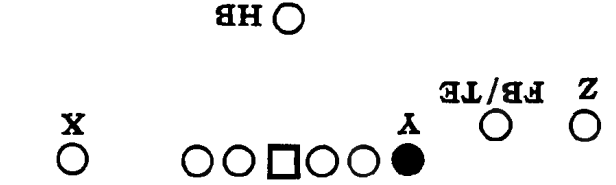
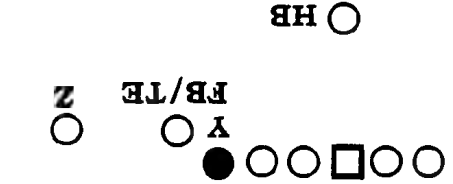
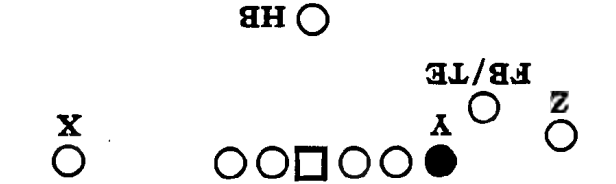
# D FORMATIONS

## FORMATIONS

<p>ACE RIGHT</p>	<p>ACE LEFT</p>
<p>DUO RIGHT</p>	<p>DUO LEFT</p>
<p>DEUCE RIGHT</p>	<p>DEUCE LEFT</p>
<p>DOUBLE RIGHT</p>	<p>DOUBLE LEFT</p>

# FORMATIONS

## T FORMATIONS



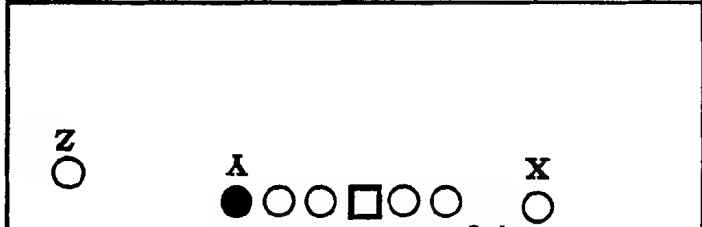

	<p><u>EMPTY LEFT</u></p> <p>* SPECIAL NO BACK FORMATION</p> 
<p><u>TRIO RIGHT</u></p> 	<p><u>TRIO LEFT</u></p> 
<p><u>TREY RIGHT</u></p> 	<p><u>TREY LEFT</u></p> 
<p><u>TRIPS RIGHT</u></p> 	<p><u>TRIPS LEFT</u></p> 

WIDE RECEIVER POSITIONS	
<p><u>RIGHT</u></p> <p>Y    ○    ○    □    ○    ○    X    Z</p>	<p><u>LEFT</u></p> <p>Z    X    ○    ○    □    ○    ○    Y</p>
<p><u>RIGHT SLOT</u></p> <p>Y    ○    ○    □    ○    ○    X    Z</p>	<p><u>LEFT SLOT</u></p> <p>Z    X    ○    ○    □    ○    ○    Y</p>
<p><u>RIGHT SLOT-O</u></p> <p>Y    ○    ○    □    ○    ○    X    Z</p>	<p><u>LEFT SLOT-O</u></p> <p>Z    X    ○    ○    □    ○    ○    Y</p>



# FORMATIONS

WIDE RECEIVER POSITIONS (cont.)

<p>LEFT (RECEIVER'S SWITCH)</p> 	<p>RIGHT (RECEIVER'S SWITCH)</p> 
<p>LEFT COVEY</p> 	<p>RIGHT COVEY</p> 



# FORMATIONS

## BASIC 3 AND 4 RECEIVER FORMATIONS

<p>FLIPPER RT</p> <p>HB TE/FB Y/WR X Z</p>	<p>DOLPHIN RT</p> <p>HB TE/FB X Y/WR Z</p>
<p>SPREAD RIGHT</p> <p>QB HB FB (4th WR) X Y Z</p>	<p>SPREAD RIGHT</p> <p>QB HB FB (4th WR) X Y Z</p>
<p>SPLIT RT SLOT GUN</p> <p>QB FB HB FB (3rd WR) X Y Z</p>	<p>SPLIT LEFT</p> <p>QB FB HB FB (3rd WR) X Y Z</p>
<p>TREY RIGHT</p> <p>QB HB FB (3rd WR) X Y Z</p>	<p>DEUCE LEFT</p> <p>QB HB FB (3rd WR) X Y Z</p>

## Basic Movement

Movement is very important to our total offensive system. There are several reasons for movement in our offense: among the most prominent reasons are:

1. To create a personnel advantage by creating mismatches on our Receivers or Backs.
2. To create a personnel advantage by effecting changes in run support and force responsibilities.
3. To create secondary movement in an effort to better enable our Quarterbacks to recognize coverages.
4. To get our personnel in better position to execute their given assignment.
5. To create problems for the defense in man under coverages when attempting to hold or bump receivers at the line of scrimmage.
6. To create an opportunity for indecision, confusion and/or misalignment by the secondary.
7. To cause movement on the part of the defense, in an effort to realign their personnel with the coverage calls and changes, and not allow them to set themselves and react to familiar offensive patterns. Make the defense play "on the move."
8. To force opponents to spend practice time and effort on adjusting to movement patterns rather than improving defensive skills and schemes.
9. To create a visual complexity to the defense, yet be able to run the same basic plays from a variety of looks.

# Basic Movement Terminology

Calling Movement and Formations:

All change of strength movements will be called first, then the formation. Movement which does not change strength will be called following the formation call.

Ex: "Weak Right Fly Right"-refers to fullback movement no change of strength.

"Zoom to I Right" - refers to Z movement which changes strength.

## Z Movements

Zoom- Across the formation to change the strength of the formation.

Zip- Short motion into the formation

Zip- Motion into the formation then return to original side of formation.

Zipper- Using zoom or zap motion to seal block on backside of run.

## Y Movements

TEM- Align away from call. Step back off the ball, reset then motion to called formation. Ball is snapped while TE is moving.

Move- Align away from call. Use TEM movement and then reset to called formation

Mix- Align away from call. Quick move, no reset, to called formation and reset. Used with double movement.

Fake Tem- Align to formation call. Step back and reset. Show Tem motion then return to called formation. Ball is snapped while TE is moving.

Fake Mix- Mix movement but returning to formation call.

## X Movements

X Zoom- Across the formation.

X Zip- Short motion into the formation.

X Zap- Motion into the formation then return to the original side of formation.

## Basic Movement Terminology (cont.)

### Backs Movements

- Hum-** Any movement involving the Halfback.
- Fly-** Any movement involving the Fullback.
- Shift-** Presnap shift of 1 or more RB's to a different set/formation.
- Left/Right-** directional calls for either Back.
- Short-Short** motion not crossing the formation.
- Return-** Motion from one position and returning to the original alignment.
- Cutter-** Motion to a position to seal block on the backside.

### Note:

**Name-** When a TE or WR is substituted for a RB his name will used with a directional call.

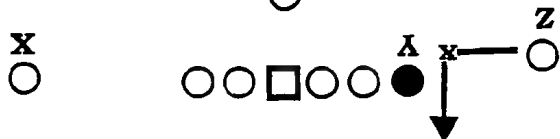
**Ex:**

H Personnel "Trips Right ED Left."  
Hawk Personnel- "Deuce Right OJ Right."

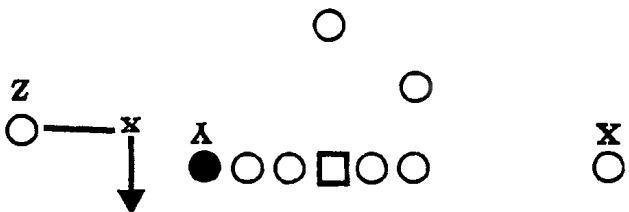
# MOVEMENT

## MOVEMENT OF Z RECEIVER

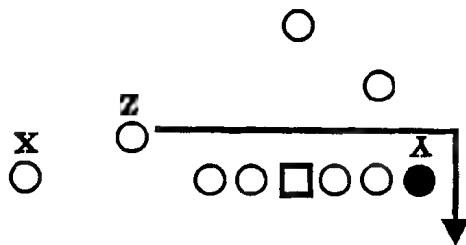
1 LEFT - ZIP



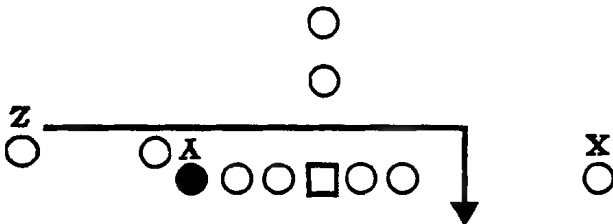
WEAK RIGHT - ZIP



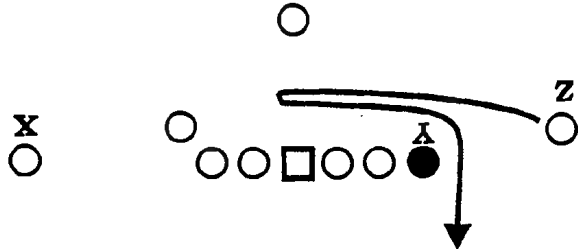
ZOOM TO STRONG LEFT



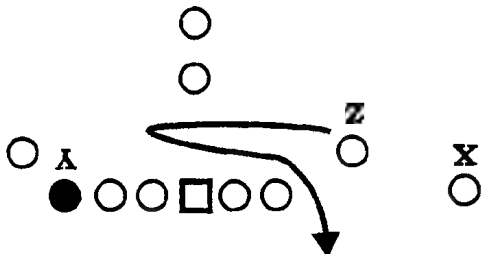
ZOOM TO TRIPS RIGHT SLOT



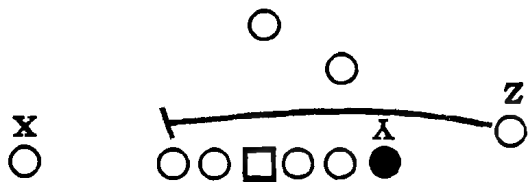
DOUBLE LEFT ZAP



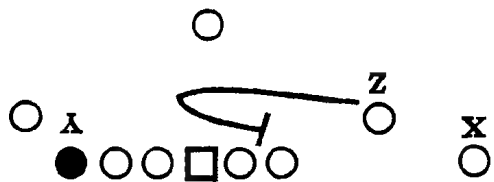
1 RIGHT SLOT - ZAP



STRONG LEFT ZIPPER



TRIPS RIGHT SLOT ZIPPER



# MOVEMENT

## MOVEMENT OF X RECEIVER

<p><u>ACE LEFT X ZIP</u></p>	<p><u>WEAK RIGHT SLOT X ZIP</u></p>
<p><u>ACE LEFT X ZOOM</u></p>	<p><u>STRONG RIGHT SLOT X ZAP</u></p>
<p><u>ACE LEFT X ZAP</u></p>	<p><u>WEAK RIGHT SLOT X ZAP</u></p>



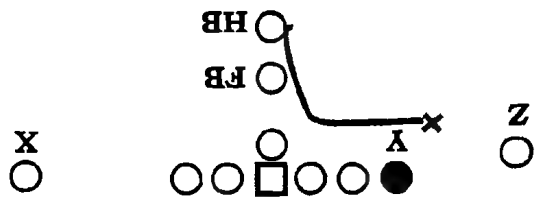
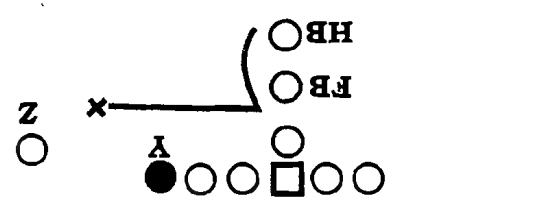
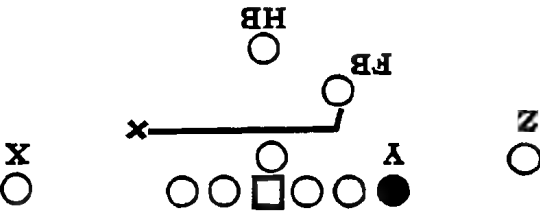
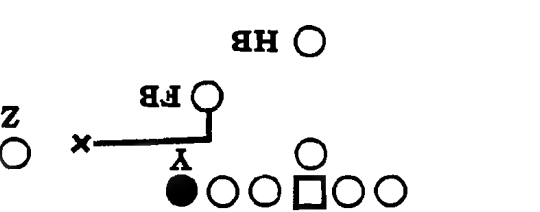
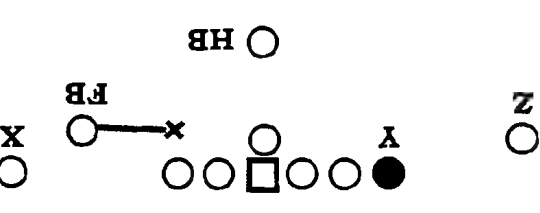
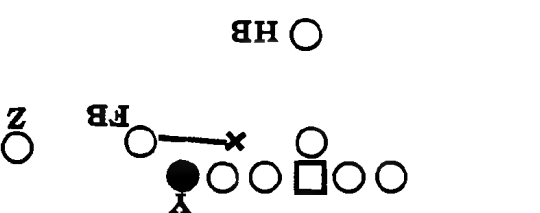
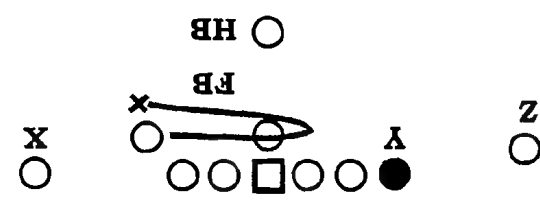
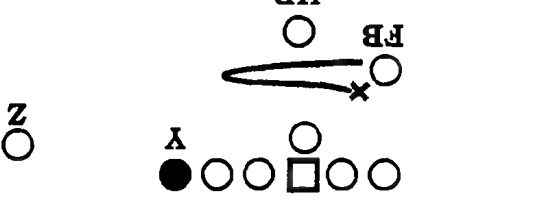
# MOVEMENT

## MOVEMENT OF Y RECEIVER

<p><b>MOVE TO I LEFT</b></p>	<p><b>MOVE TO I LEFT</b></p>
<p><b>MIX TO TRIPS RIGHT FLY LEFT</b></p>	<p><b>MIX TO I LEFT ZIP</b> (QUICK MOVE)</p>
<p><b>TEM TO WEAK LEFT</b></p>	<p><b>TEM TO SPLIT RIGHT</b></p>
<p><b>STRONG LEFT FAKE TEM</b></p>	<p><b>I RIGHT FAKE TEM</b></p>

# MOVEMENT

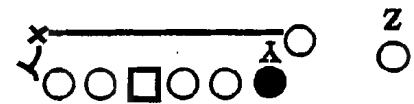
## MOVEMENT OF BACKS

<p><u>1 LEFT HUM LEFT</u></p> 	<p><u>1 RIGHT HUM RIGHT</u></p> 
<p><u>STRONG LEFT FLY RIGHT</u></p> 	<p><u>STRONG RIGHT FLY RIGHT</u></p> 
<p><u>DEUCE LEFT FLY SHORT</u></p> 	<p><u>TRIPS RIGHT FLY SHORT</u></p> 
<p><u>DOUBLE LEFT FLY RETURN</u></p> 	<p><u>WEAK RIGHT FLY RETURN</u></p> 

# MOVEMENT

MOVEMENT OF BACKS (cont.)

TRIPS LEFT CUTTER

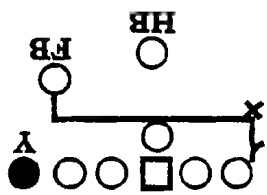


HB

X

Z

STRONG RIGHT CUTTER

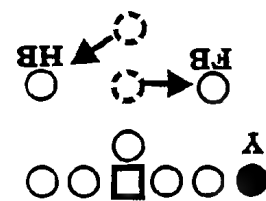


HB

X

Z

SHIFT TO SPLIT LEFT

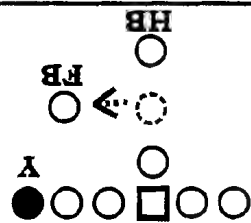


HB

X

Z

SHIFT TO STRONG RIGHT



HB

X

Z

OOO□OOO

OOO□OOO

OOO□OOO

OOO□OOO

# Defensive Identification

<u>ITEM</u>	<u>PAGE</u>
-------------	-------------

Defensive Terms	1
Front Description	2
3 Man Fronts	3-4
4 Man Fronts	5-7
Bear Fronts	8
4 Man Joker/Fox Looks	9
Nickel Fronts	10-11
Goal Line Fronts	12
3 Man Stunts	13-14
4 Man Stunts	15-17
Line Games	18
Lb Alignments & Blitzes	19-23
Safety Blitzes	24
Coverages	25-37

**Fronts**

# Defensive Terms

FRONT	REFERRING TO THE ALIGNMENT OF DOWN LINEMAN AND LINEBACKERS.
LOOSE	4-MAN, "WILL" LINED UP INSIDE DE. (3 MAN WEAKSIDE REDUCTION) WEAK T BUBBLE.
SINK	4-MAN, "SAM" LINED UP INSIDE DE. (3 MAN STRONGSIDE REDUCTION) STRONG T BUBBLE.
SQUIRM	LB ALIGNED ON HEAD OF TE WITH DE OUTSIDE OF LB.
CRACK POSITION	"WILL" OR "SAM" ON L.O.S. 1 YD OUTSIDE DE (FACE IN).
STACK	LBER LINED UP BEHIND OR INSIDE DL.
TRIPLE	CENTER AND BOTH GUARDS COVERED BY DEFENSIVE LINEMEN.
TUFF	LBER WALKED UP ON LOS COVERING AN OFFENSIVE LINEMAN.
TWO GAP	DEF-MAN CHARGING TO HEAD UP POSITION - RESPONSIBLE FOR GAP EITHER SIDE.
SPY MAN	DEF-MAN IN CONTROL CHARGE, RESPONSIBLE FOR DRAW & SCREEN.
W/S BLITZ	WEAK SAFETY BLITZING.
S/S BLITZ	STRONG SAFETY BLITZING.
KEY BLITZ	LB OR SAFETY BLITZING WHEN THEIR COVERAGE BLOCKS OR GOES AWAY.
CORNER BLITZ	CORNER BLITZING
BOSS	BACKERS OVER STRONG.
BOW	BACKERS OVER WEAK.
SECONDARY	REFERRING TO THE GROUP OF DEFENSIVE BACKS ON THE FIELD.
FOX	WHEN THE F/S "COMES DOWN" TO A LBER ALIGNMENT.
JOKER	WHEN THE S/S "COMES DOWN" TO A LBER ALIGNMENT.
NICKEL	A DEFENSIVE GROUPING WITH 5 DEFENSIVE BACKS ON THE FIELD.
DIME	A DEFENSIVE GROUPING WITH 6 DEFENSIVE BACKS ON THE FIELD.
QUARTER	A DEFENSIVE GROUPING WITH 7 DEFENSIVE BACKS ON THE FIELD.

## DEFENSIVE FRONT DESCRIPTION

CENTER will call out the defensive front at the L.O.S. We will see 3 man and 4 man lines. The base 3 man line front is the 34 defense (3 down linemen and 4 linebackers). A weak adjustment by the defensive end and the Mike LB is a 5 adjustment making the defense a 35. A strong adjustment is a 7, thus making it a 37 defense. We call the combination of a 5 and 7 adjustment a 9, making it a 39 defense (triple look). When the nose offsets at least to the strong Guard and the weak end kicks down inside, this is a 38 adjustment (full line overshift - even look). When the nose offsets weak at least to the weak guard and the strong end kicks down inside, this is a 36 adjustment (even look). Some teams will "cock" the nose, if nose "cocked" strong, this is a 34Q, if "cocked" weak, this is a 34Q.

The base 4 man line defense is the 4-3 (4 down linemen and 3 LB's). The 5, 7, and 9 adjustments by the linebackers are similar to the 3 man line calls. Then the defensive tackle over the weak guard moves OVER the center, this is a 53 call (of the 4 down men, 3 are from the center strong with 3 LB's). When the strong tackle moves over the center, (UNDER) this is a 23 call.

Within the 53 and 23 defenses, you can have a 5, 7, or 9 adjustment. EX: 57, 25, or 29 (TRIPLE).

The defensive adjustment of three big men covering the center and guards we refer to as a TRIPLE. This adjustment, along with two defenders over the TE and another defender in the weak bump area (8 Man Front), is called a BEAR defense. (346, 246, 546)

When labeling NICKEL or DIME defenses, we use the same calls, except there is one or more fewer LB's so we must subtract one or more LB's depending on how many are in the game. EX: when the defense is a 4-3 spacing with only 2 LB's it would be a 42 call. When in a 23 spacing (UNDER) with only 1 LB it would be a 21 call. When in a 53 spacing (OVER) with no LB'er in the game, this would be a 50 call.

# 3 Man Line Fronts (30's)

<p><b>34</b></p>	<p><b>34</b></p>
<p><b>35</b></p>	<p><b>35</b></p>
<p><b>37</b></p>	<p><b>37</b></p>
<p><b>39</b></p>	<p><b>39</b></p>
<p><b>38 T-STG</b></p>	<p><b>38 T-STG</b></p>



<p><b>38 EVEN</b></p>	<p><b>38 EVEN</b></p>
<p><b>36 EVEN</b></p>	<p><b>36 EVEN</b></p>
<p><b>34-O</b></p>	<p><b>34-O</b></p>
<p><b>34-Q</b></p>	<p><b>34-Q</b></p>
<p><b>37 BOS</b></p>	<p><b>36 M-WK</b></p>

4 MAN LINE FRONTS - EVEN (40's)

<p>43</p>	<p>43</p>
<p>45</p>	<p>45</p>
<p>47</p>	<p>47</p>
<p>49</p>	<p>49</p>
<p>45 WIDE M-STG</p>	<p>45 SQUIRM-M STG</p>

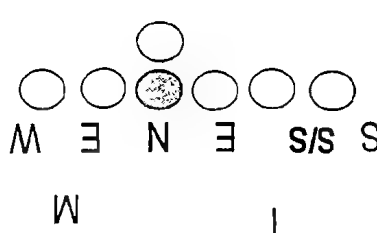
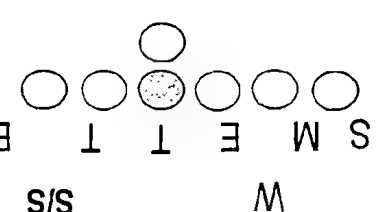
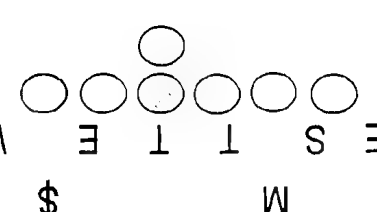
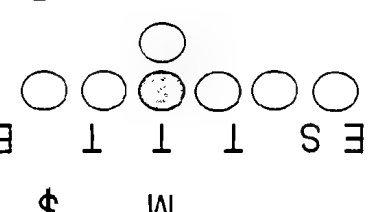
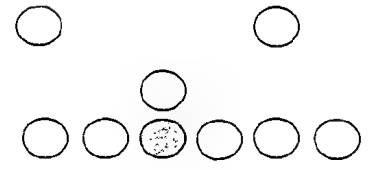
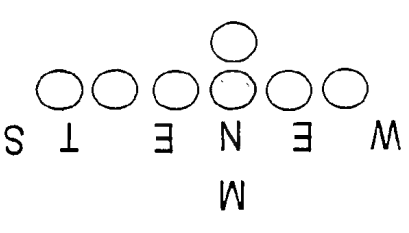
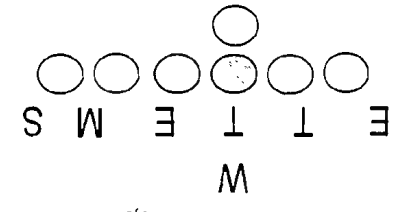
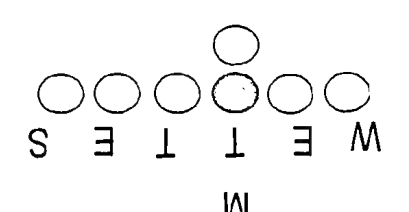
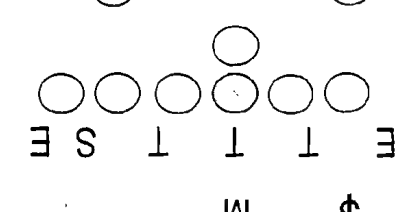
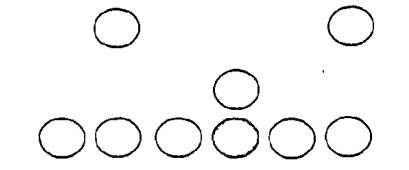
# 4 MAN LINE FRONTS - UNDER (20's)

<p><b>23</b></p>	<p><b>23</b></p>
<p><b>25</b></p>	<p><b>25</b></p>
<p><b>29 (TRIPLE)</b></p>	<p><b>29 (TRIPLE)</b></p>
<p><b>24</b></p>	<p><b>24</b></p>
<p><b>23 WILL HIP</b></p>	<p><b>25 WIN (WILL INSIDE)</b></p>

# 4 MAN LINE FRONTS - OVER (50's)

<p>53</p>	<p>53</p>
<p>57</p>	<p>57</p>
<p>59 (TRIPLE)</p>	<p>59 (TRIPLE)</p>
<p>54</p>	<p>54</p>
<p>57 BOS</p>	<p>53 WIDE STACK</p>

# BEARS FRONTS

<p><b>346</b></p>  <p>T</p> <p>M</p>	<p><b>246</b></p>  <p>W</p> <p>S/S</p>	<p><b>546</b></p>  <p>M</p> <p>\$</p>	<p><b>46 PINTO</b> (5 Down Linemen)</p>  <p>M</p> <p>\$</p>		<p><b>346 ADJUST</b></p> <p>NOTE: Vs 2 back formations, if the SS is out in coverage, we refer to that front as "adjust"</p>  <p>M</p>	<p><b>246 ADJUST</b></p> <p>NOTE: This is the normal adjustment vs one back.</p>  <p>W</p> <p>S/S</p>	<p><b>546 SOLID ADJUST</b></p>  <p>M</p>	<p><b>46 PINTO</b> (5 Down Linemen)</p>  <p>M</p> <p>\$</p>	
---	---	---	--	---	---	--	--	--	---

# 4 MAN LINE FRONTS - JOKER / FOX LOOKS

<p>25 "JOKER"</p>	<p>25 WIN "FOX"</p>
<p>53 WIDE "JOKER"</p>	<p>57 M-STG "FOX"</p>

# NICKEL FRONTS

<p><b>33 (3 MAN LINE)</b></p>	<p><b>33 (3 MAN LINE)</b></p>
<p><b>32 (3 MAN LINE)</b></p>	<p><b>32 (3 MAN LINE)</b></p>
<p><b>42 (4 MAN LINE)</b></p>	<p><b>42 (4 MAN LINE)</b></p>
<p><b>41 (4 MAN LINE)</b></p>	<p><b>41 (4 MAN LINE)</b></p>

# NICKEL FRONTS

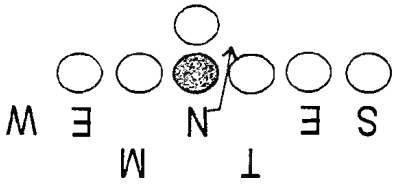
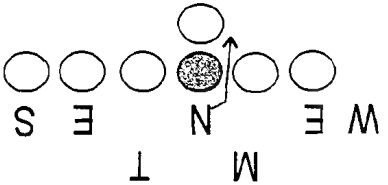
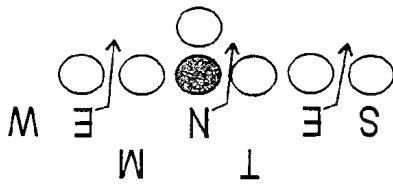
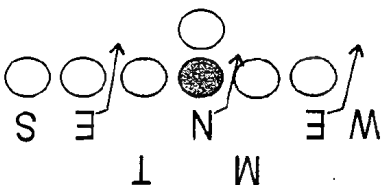
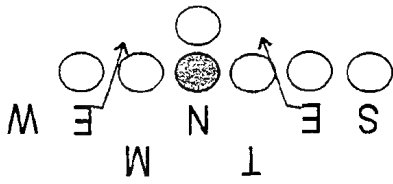
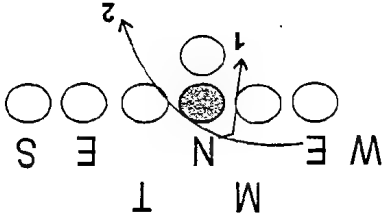
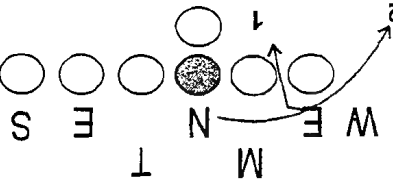
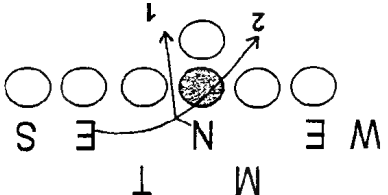
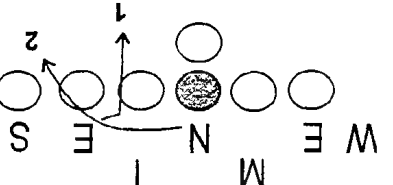
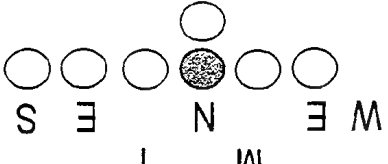
<p><b>22 (4 MAN LINE-UNDER)</b></p>	<p><b>22 (4 MAN LINE-UNDER)</b></p>
<p><b>21 (4 MAN LINE-UNDER)</b></p>	<p><b>21 (4 MAN LINE-UNDER)</b></p>
<p><b>52 (4 MAN LINE-OVER)</b></p>	<p><b>52 (4 MAN LINE-OVER)</b></p>
<p><b>51 (4 MAN LINE-OVER)</b></p>	<p><b>51 WIDE (4 MAN LINE)</b></p>



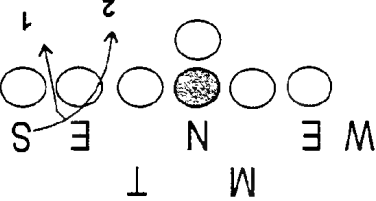
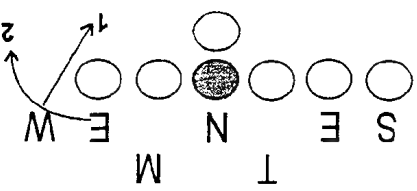
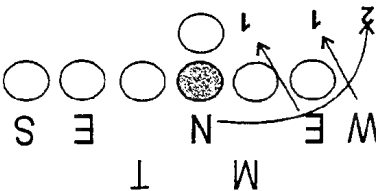
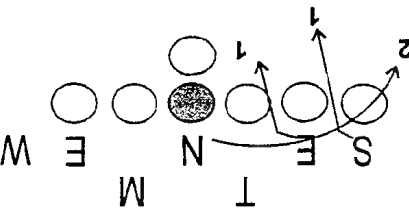
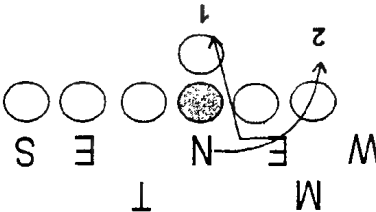
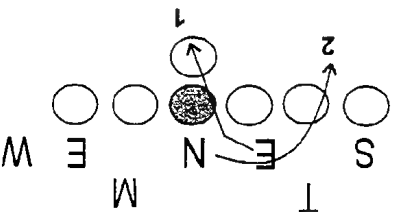
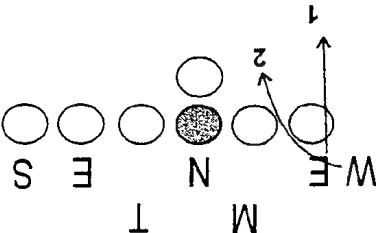
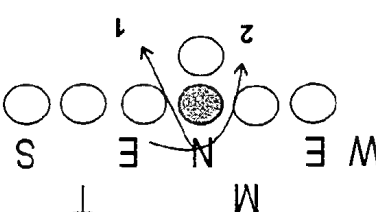
# GOAL LINE FRONTS

<p><b>SUB 62 TIN</b></p>	<p><b>SUB 62 PINCH</b></p>	<p><b>34</b></p>	<p><b>SUB 52 TRIPLE</b></p>		<p><b>43 TIN</b></p> <p>(61 = Outside LBers down in 3 point stance)</p>	<p><b>SUB 62 WEDGE</b></p>	<p><b>34 PINCH</b></p>	<p><b>SUB 53 TRIPLE</b></p>	
--------------------------	----------------------------	------------------	-----------------------------	--	---	----------------------------	------------------------	-----------------------------	--

# 3 Man Line Defensive Stunts

<p>34 Nose Strong</p> 	<p>34 Nose Weak</p> 
<p>34 Slant (To TE)</p> 	<p>34 Angle (Away from TE)</p> 
<p>34 Ends Pinch</p> 	<p>34 Weak N/E</p> 
<p>34 Weak E/N</p> 	<p>34 Strong N/E</p> 
<p>34 Strong E/N</p> 	<p>34 Strong E/N</p> 

# 3 Man Line Fronts Defensive Stunts

<p>34 Sam/End(S/E)</p> 	<p>34 Will/End (W/E)</p> 
<p>34 Weak End Will/Nose(WK EW/N)</p> 	<p>34 Str End Sam/Nose (Str ES/N)</p> 
<p>35 Weak End/Nose(WK E/N)</p> 	<p>37 Str End/Nose (Str E/N)</p> 
<p>34 End/Will (E/W)</p> 	<p>37 Str Nose/End (Str N/E)</p> 

# 4 Man Line Fronts Defensive Stunts

<p>43 Str Tackle In (Str Tin)</p>	<p>43 Tackles In (Tin)</p>
<p>43 Weak Tackle In (Wk Tin)</p>	<p>43 Pinch (Tackles/Ends In)</p>
<p>43 Slant (To)</p>	<p>43 Angle (Away)</p>
<p>43 Out (Tackles/Ends Out)</p>	<p>43 Weak Tackle-Tackle(Wk T/T)</p>
<p>43 Str Tackle-Tackle (Str T/T)</p>	<p>43 Weak End-Tackle (Wk E/T)</p>

# Defensive Stunts

<p>43 Weak End-Tackle(Wk E/T)</p>	<p>43 Str Tackle-End (Str T/E)</p>	<p>43 Str Tackle-End/Wk End-Tackle (StrT/EWkE/T)</p>	<p>43 Str Tackle End-Tackle (Str TE/T)</p>	<p>34 Sam C Ted D</p>
<p>43 Weak Tackle-End (Wk T/E)</p>	<p>43 Str End-Tackle (Str E/T)</p>	<p>43 Str Tackle-End/Wk End-Tackle (StrT/EWkE/T)</p>	<p>43 Weak Tackle End-Tackle (Wk TE/T)</p>	<p>25 Weak Tackle End Tackle (WTET)</p>

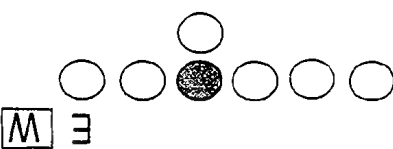
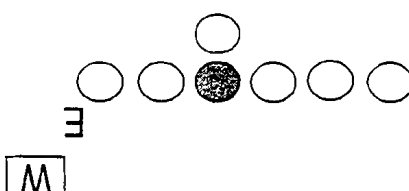
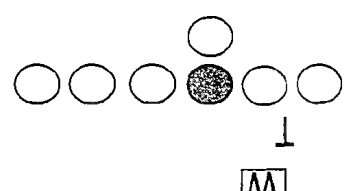
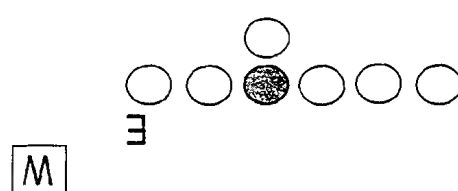
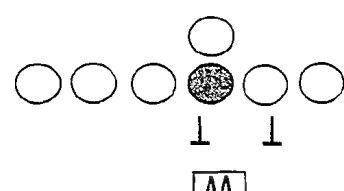
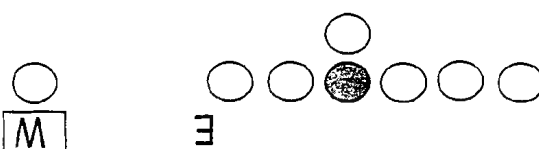
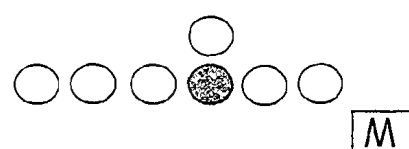
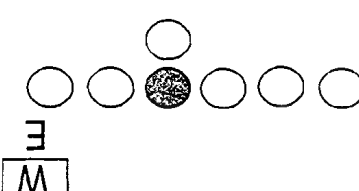
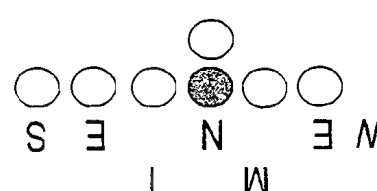
# Line Stunts

<p>25 Str End-Tackle (Str E/T)</p>	<p>25 Str Tackle End-Tackle (Str TE/T)</p>
<p>41 Str Tackle-Tackle (Str T/T)</p>	<p>41 Str Tackle-Tackle (Wk T/T)</p>
<p>21 Weak Tackle-Tackle-End(Wk TT/E)</p>	<p>51 Str Tackle-Tackle-End (Str TT/E)</p>

# Line Games

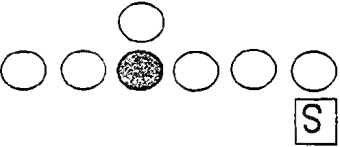
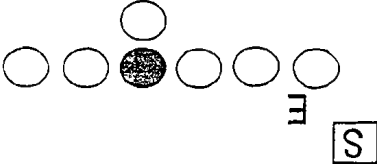
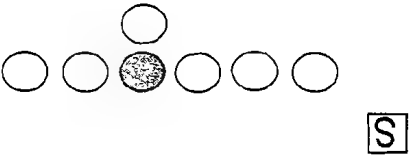
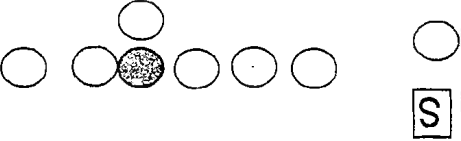
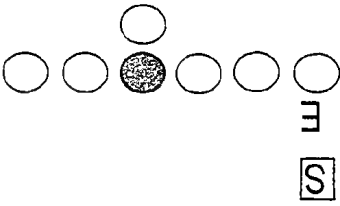
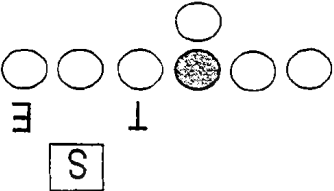
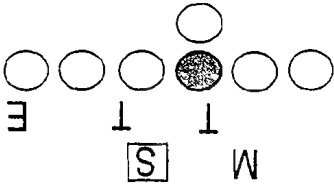
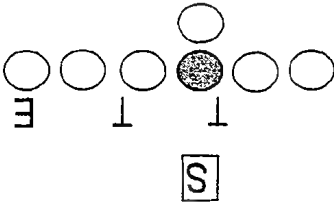
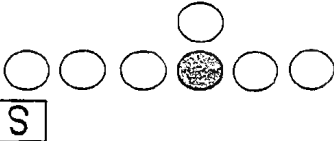
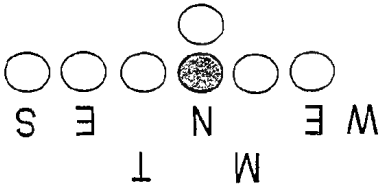
<p>34 Ted/Nose Game</p>	<p>34 Mike/End Game</p>	<p>43 Weak Mike/Tackle Game</p>			<p>34 Mike/Nose Game</p>	<p>34 Ted/End Game</p>	<p>43 Stg Mike/Tackle Game</p>		
-------------------------	-------------------------	---------------------------------	--	--	--------------------------	------------------------	--------------------------------	--	--

# Will Linebacker Alignments

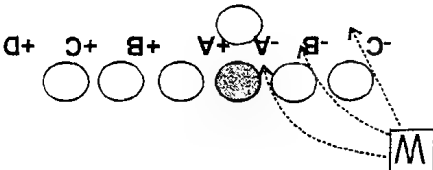
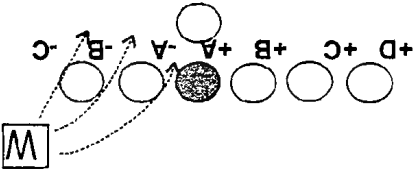
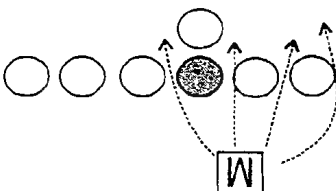
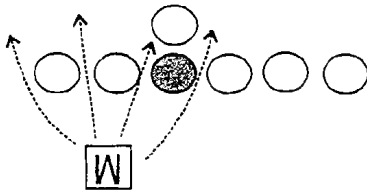
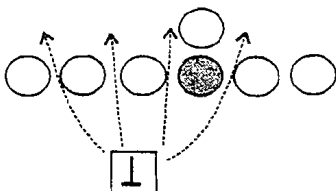
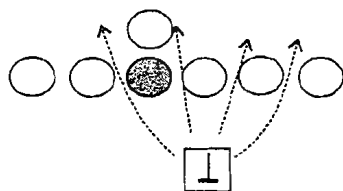
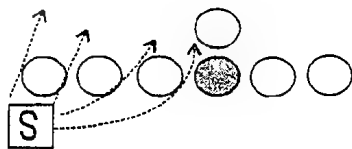
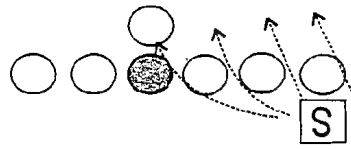
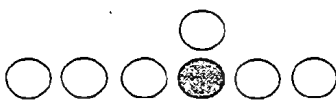
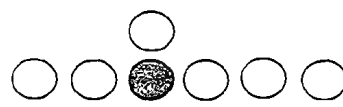
<p>Normal</p> 	
<p>Hip</p> 	<p>Win Alignment (T Bubble Will Inside)</p> 
<p>Walk</p> 	<p>Win Alignment (T Bubble Will in Middle)</p> 
<p>Out</p> 	<p>Down (3 point stance)</p> 
<p>Stack</p> 	



# Sam Linebacker Alignments

<p>Normal</p> 	<p>Hip</p> 	<p>Walk</p> 	<p>Out</p> 	<p>Stack</p> 
<p>7 Adjustment (T Bubble-Sink Look)</p> 	<p>Bow (T Bubble-Backers over Weak)</p> 	<p>Bow (T Bubble-Sam in the Middle)</p> 	<p>Down (3 Point Stance)</p> 	

# Linebacker Blitzes

<p>Will -C/-B/-A</p> 	<p>Will -C/-B/-A</p> 
<p>Mike -C/-B/-A/+A</p> 	<p>Mike -C/-B/-A/+A</p> 
<p>Ted +C/+B/+A/-A</p> 	<p>Ted +C/+B/+A/-A</p> 
<p>Sam +D/+C/+B/+A</p> 	<p>Sam +D/+C/+B/+A</p> 
	

# Linebacker Blitzes

<p>Will - C Mike-A/W/II-B Mike + A</p>	<p>Will - C Mike-A/W/II-B Mike + A</p>	<p>Will - C Ted -A/ W/II -B Ted+A</p>	<p>Will - C Mike-A/W/II-B Mike + A</p>	<p>Will - C Sam+D/W/II-B Sam + C</p>	<p>Will - C Sam+D/W/II -B Sam + C</p>	<p>Ted+B Mike-B/Ted-A Mike + A Invert</p>	<p>Ted+B Mike-B/Ted-A Mike + A Invert</p>		
--	--	---------------------------------------	--	--------------------------------------	---------------------------------------	---	---	--	--

# Linebacker Blitzes

<p>Ted + A Sam + D/Ted-A Sam + C</p> <p>3 Down Line</p>	<p>Ted + A Sam + D/Ted-A Sam + C</p> <p>3 Down Line</p>
<p>Mike-A Sam + C/Mike + A Sam + D</p>	<p>Mike-A Sam + C/Mike + A Sam + D</p>
<p>Will-C Ted + A Sam + D</p> <p>3 Down Line</p>	<p>Will-C Mike + A Sam + D</p>
<p>Will-A Mike + B Sam + A Invert</p> <p>3 Down Line</p>	<p>Will-C Mike-B Ted + B Sam</p> <p>3 Down Line</p>

# Safety Blizzes

<p>Weak Safety -C/-B/-A/+A</p>	<p>Weak Safety -C/-B/-A/+A</p>
<p>Strong Safety +D/+C/+B/+A</p>	<p>Strong Safety +D/+C/+B/+A</p>
<p>Weak Corner -D/-C/-B</p>	<p>Weak Corner -D/-C/-B</p>

# Coverages

## **CORNERBACK TECHNIQUES**

1. INSIDE BUMP: INSIDE EYE
2. HARD INSIDE BUMP: INSIDE SHOULDER
3. OUTSIDE BUMP: OUTSIDE EYE
4. HARD OUTSIDE BUMP: OUTSIDE SHOULDER
5. PRESS: HEAD UP BUMP
6. OFF INSIDE:
7. OFF OUTSIDE:
8. FUNNEL: CORNER'S ROTATE UP AND FUNNELS WRS INSIDE
9. FORCE: CORNERS ROTATE UP AND FORCES WRS OUTSIDE
10. BAIL: CORNER SHOWS BUMP THEN TURNS AND RUNS TO DEEP THIRD.
11. TRAIL: CORNERS ALLOW RECEIVER UPFIELD AND READS THE INSIDE HIP OF THE RECEIVER

## **TWO ON ONE TECHNIQUES**

1. VISE: CORNER OUTSIDE BUMP, SAFETY SHALLOW INSIDE
2. PINCH: DOUBLE 2nd RECEIVER STRONGSIDE
3. CLAMP: DOUBLE 3rd RECEIVER STRONGSIDE
4. ZERO: DOUBLE 2nd RECEIVER WEAKSIDE
5. COVER 2: CORNER FUNNELS WRS, SAFETY HAS DEEP HALF
6. COVER 8: CORNER INC M/M, SAFETY HAS DEEP HALF
7. ROBBER: SECONDARY MAN FREE IN SHORT MIDDLE OF FIELD (S/S or F/S)

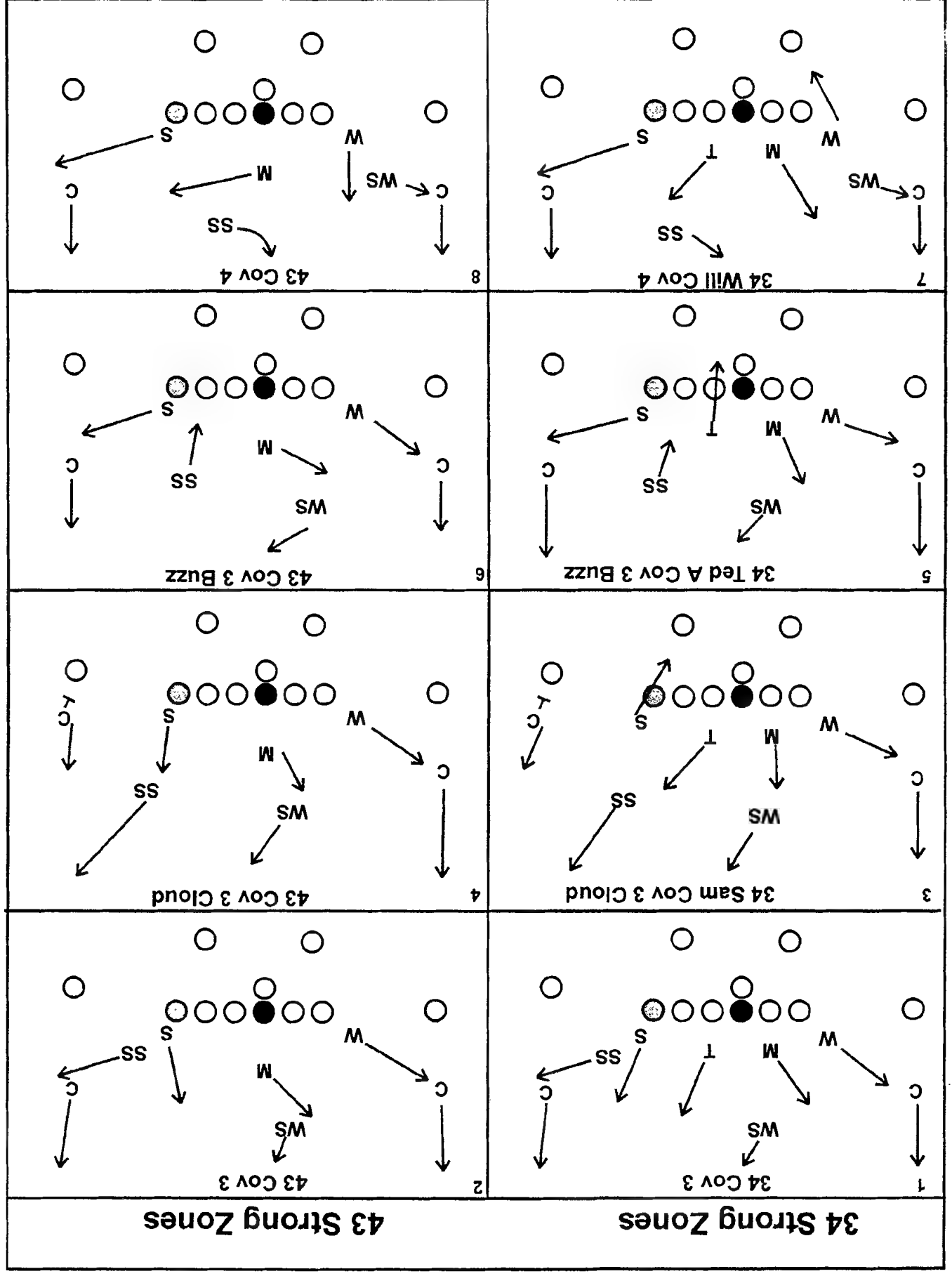
# **LB TECHNIQUES**

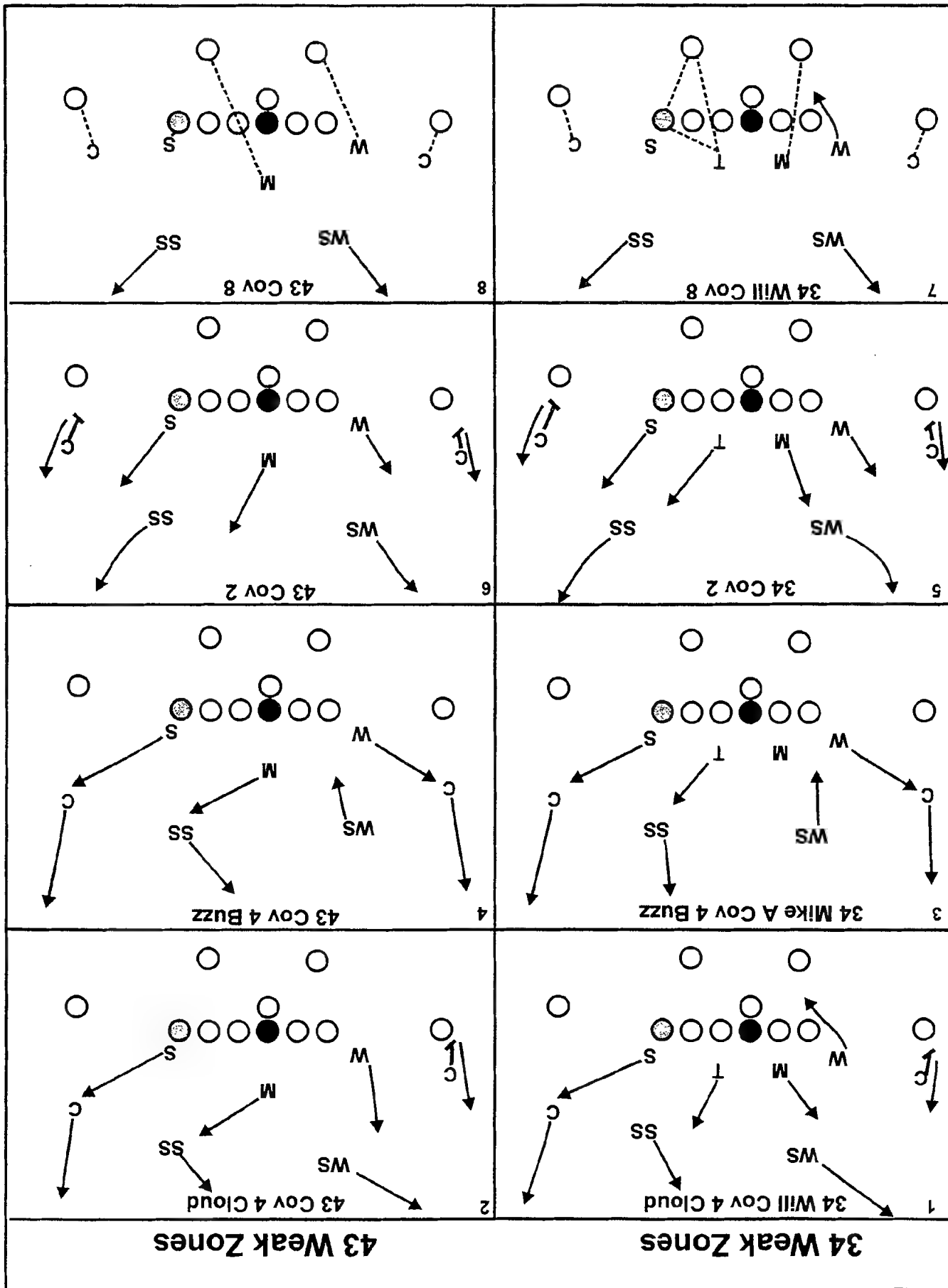
- 1. BUZZ: LB RUNS (BUZZES) TO SHORT OUTSIDE AREA
- 2. LURK: DESIGNATED LB FREE IN SHORT MIDDLE OF FIELD
- 3. BANJO: COMBINATION MAN COVERAGE BETWEEN MIKE, SAM AND S/S OR (TED, SAM AND S/S IN 34)
- 4. SAMBO: COMBINATION MAN COVERAGE BETWEEN MIKE/SAM OR TED/SAM IN 34

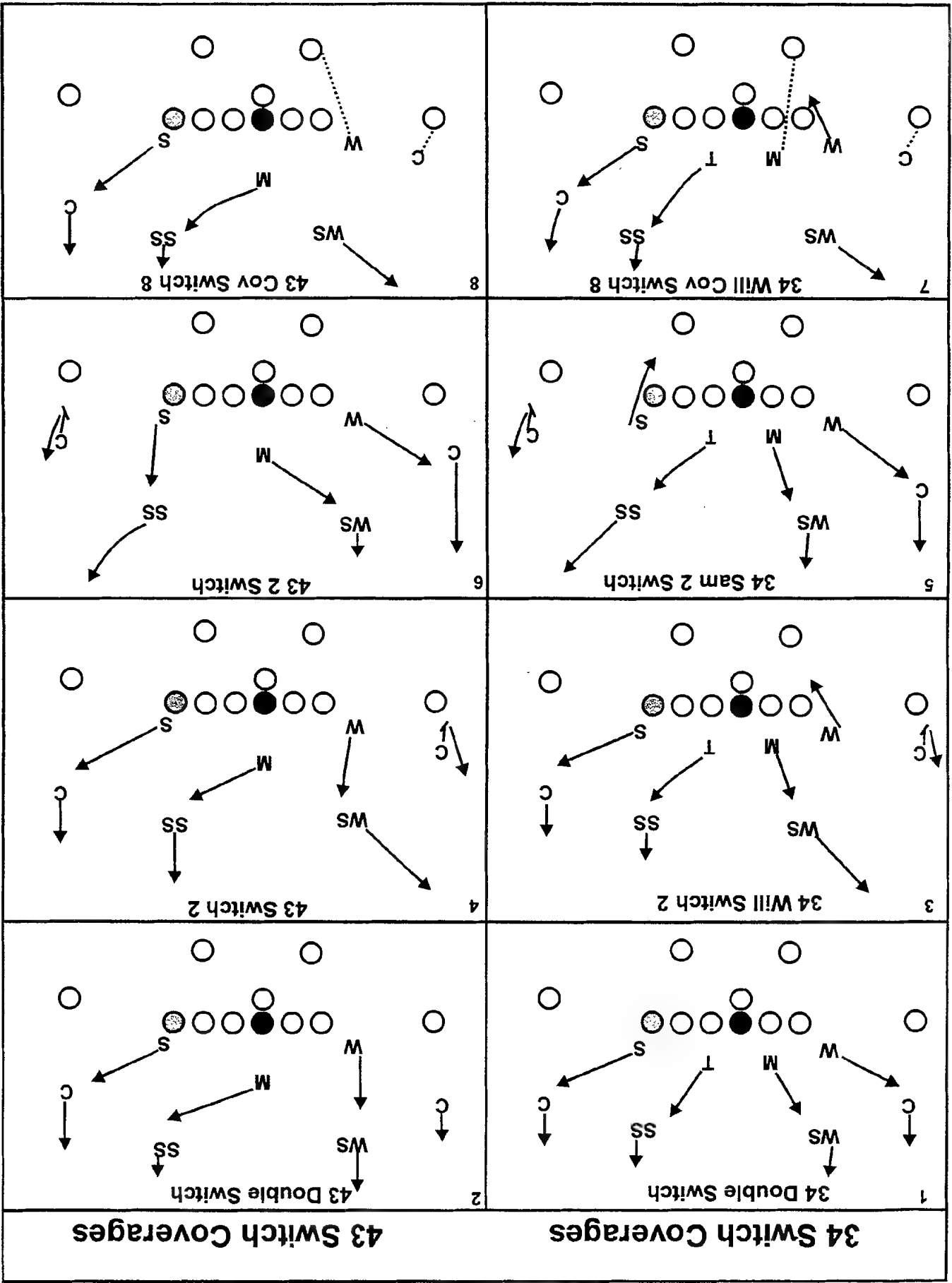
## **LINEBACKER and DEFENSIVE BACK DROP ZONES**

OUTSIDE		OUTSIDE		OUTSIDE	
1/3		1/3		1/3	
10	OUT	5	FLAT	10	OUT
CURL		CURL		CURL	
HOOK (MIDDLE)		CURL		CURL	
5		5		5	
FLAT		FLAT		FLAT	

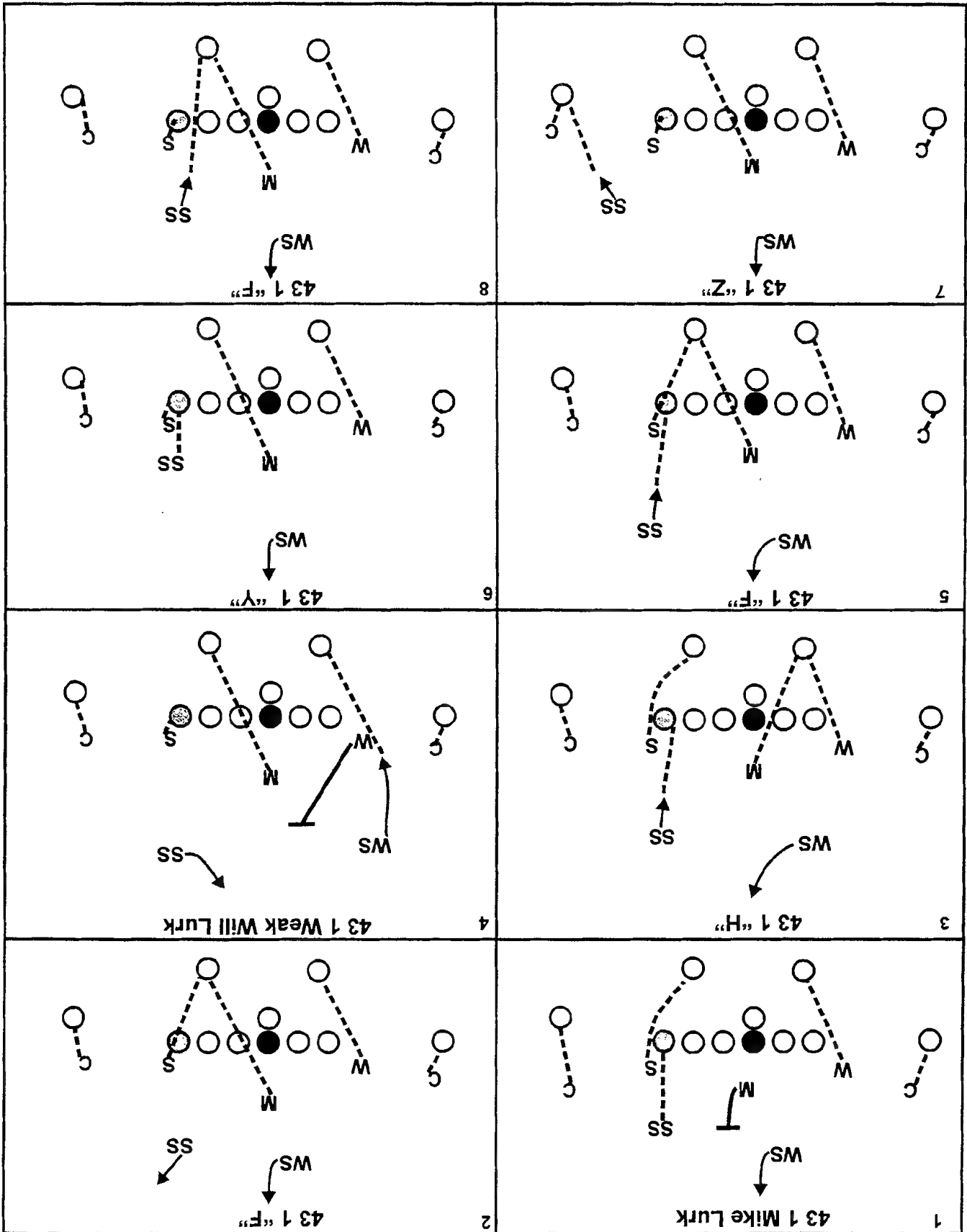




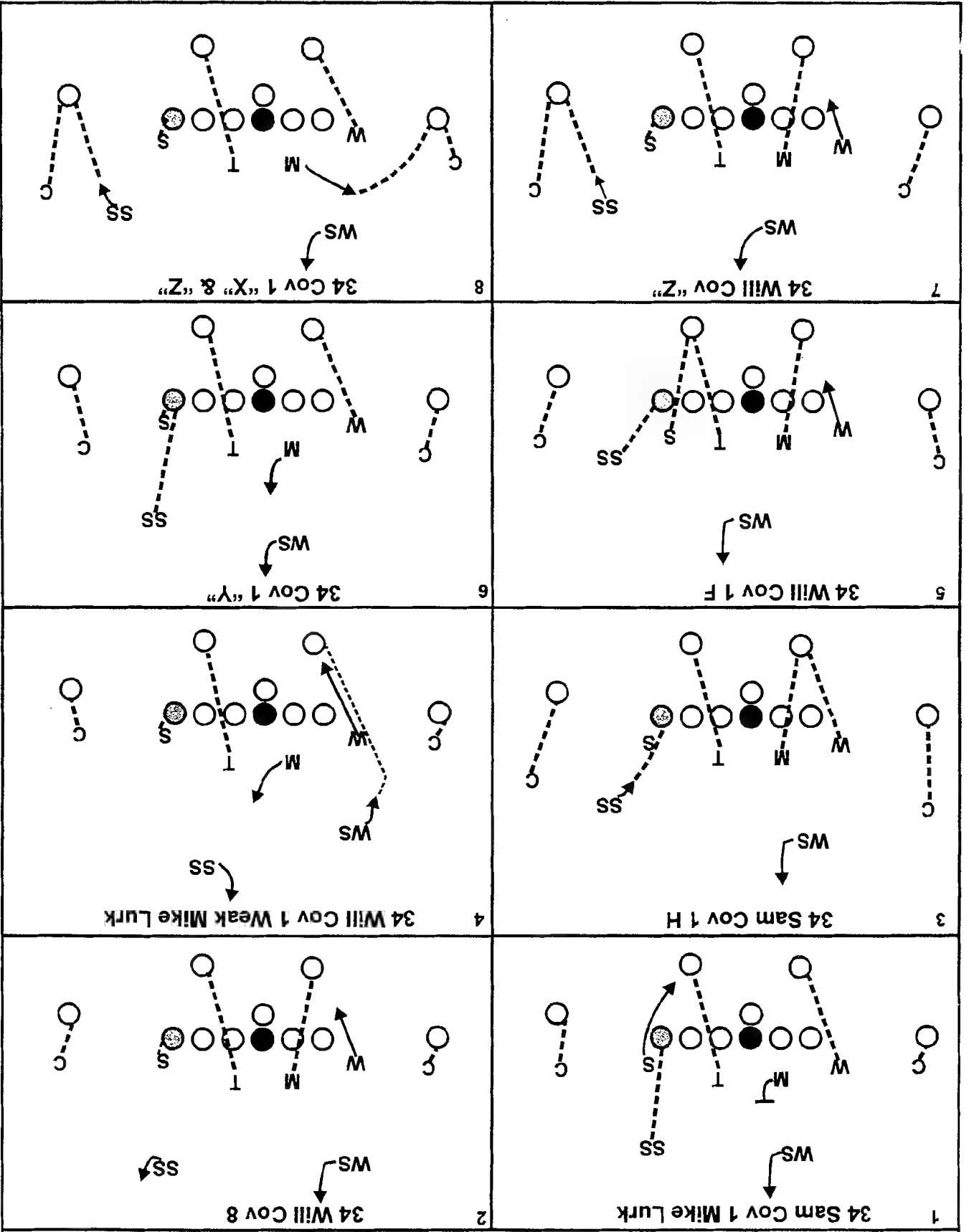


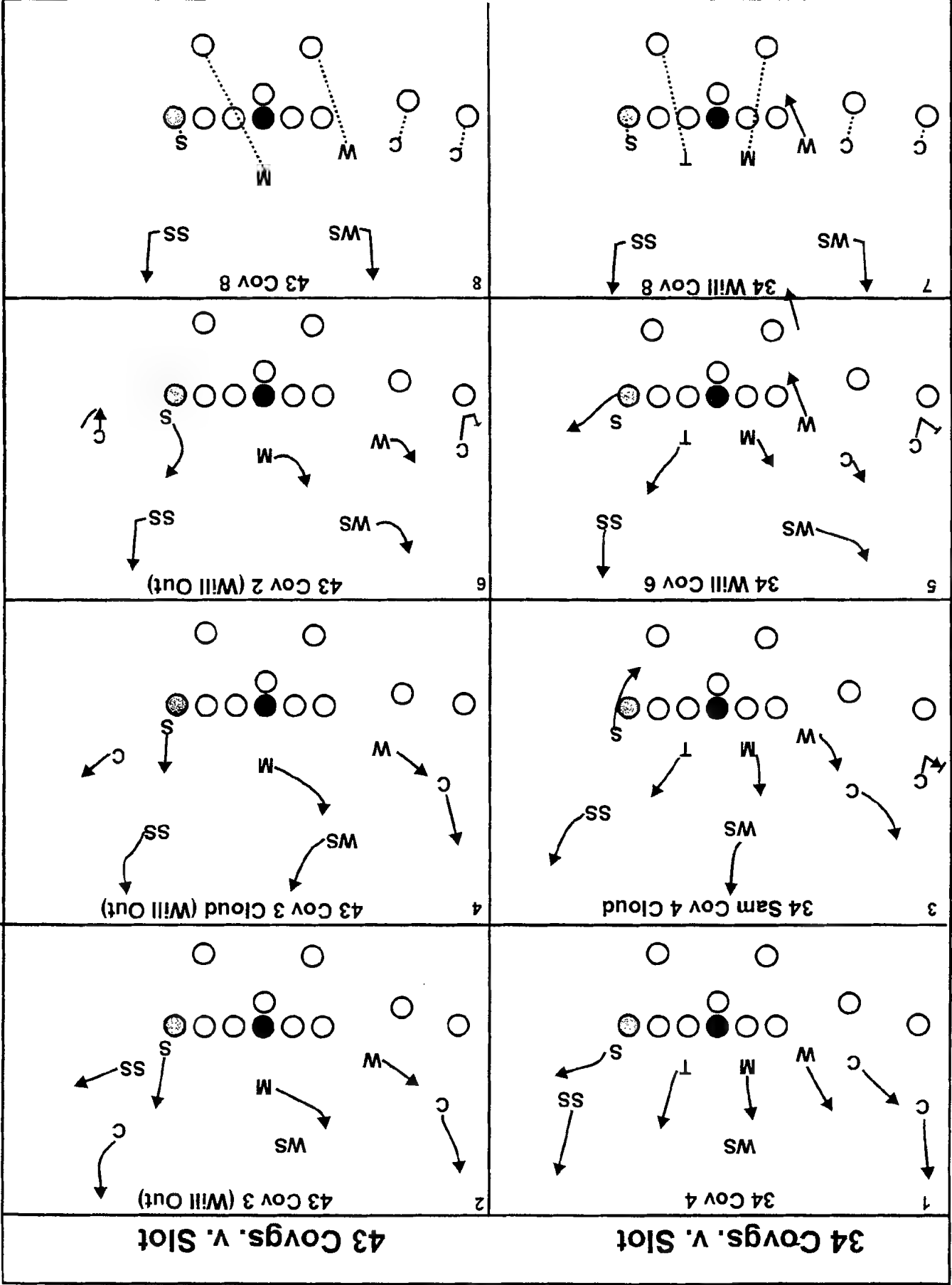


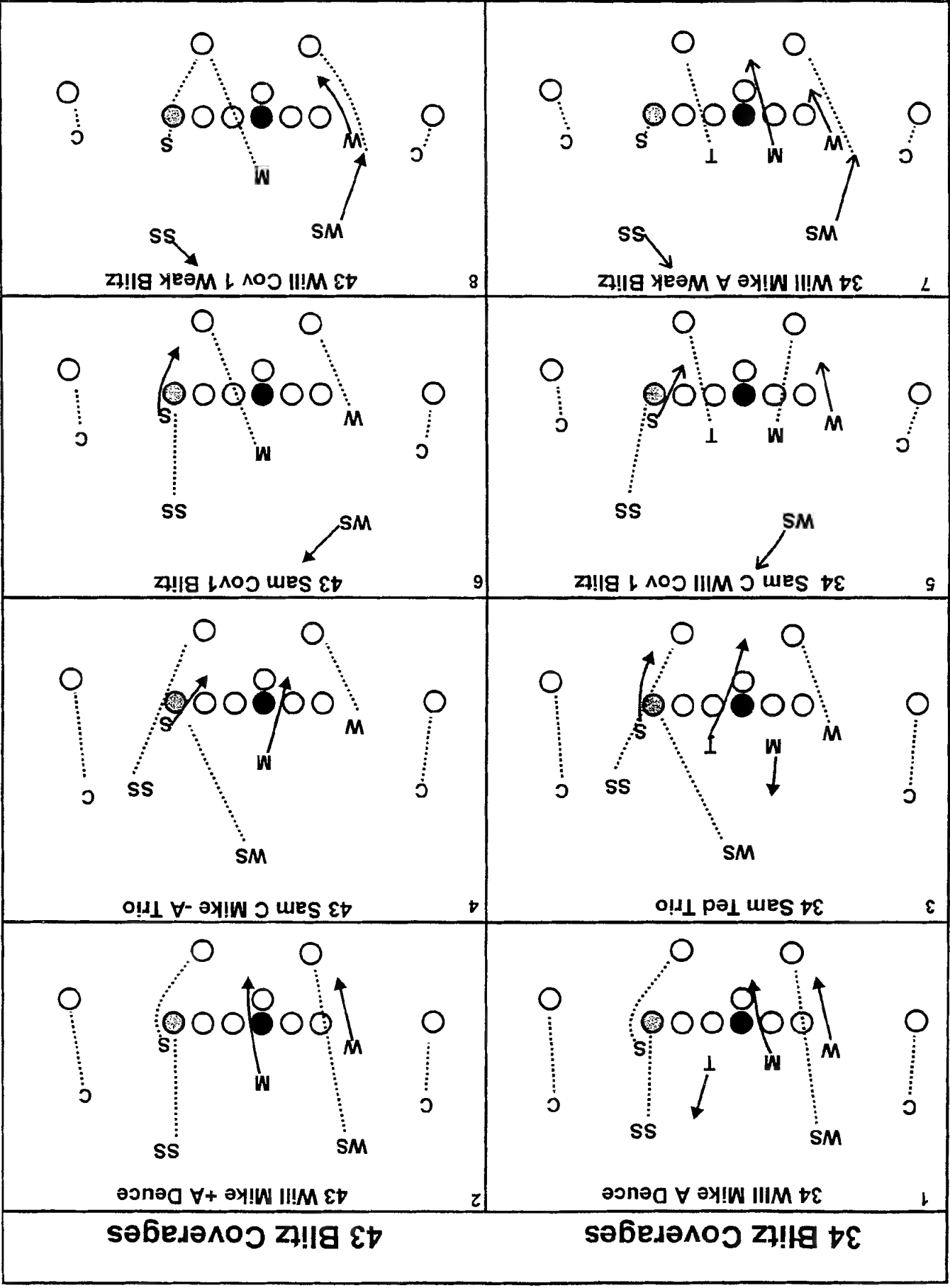
# 43 Man Coverages



# 34 Man Coverages

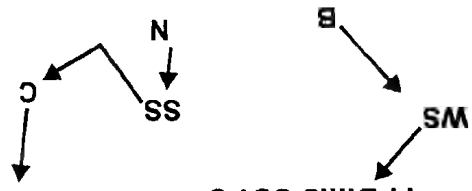




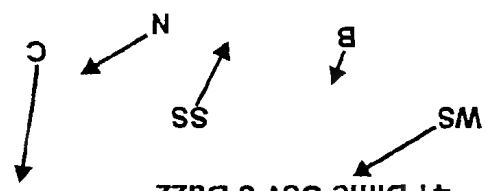


# 4 Man Nickel Zones

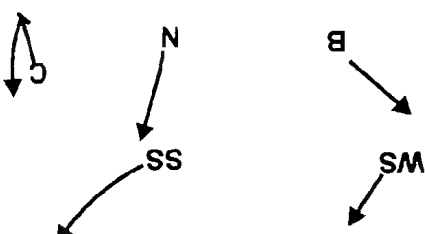
41 Dime Cov 3



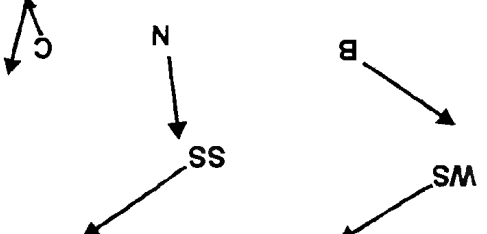
41 Dime Cov 3 Buzz



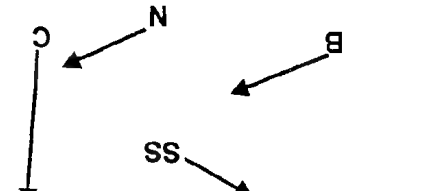
41 Dime Cov 3 Cloud



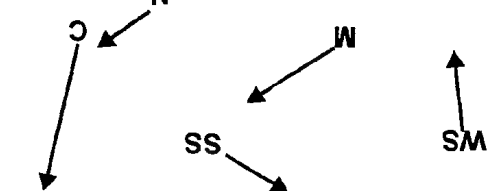
41 Dime Double Cloud



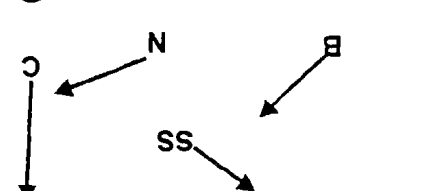
41 Dime Cov 4



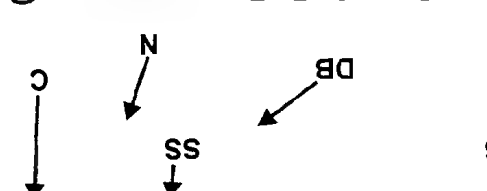
42 Nickel 4 Buzz



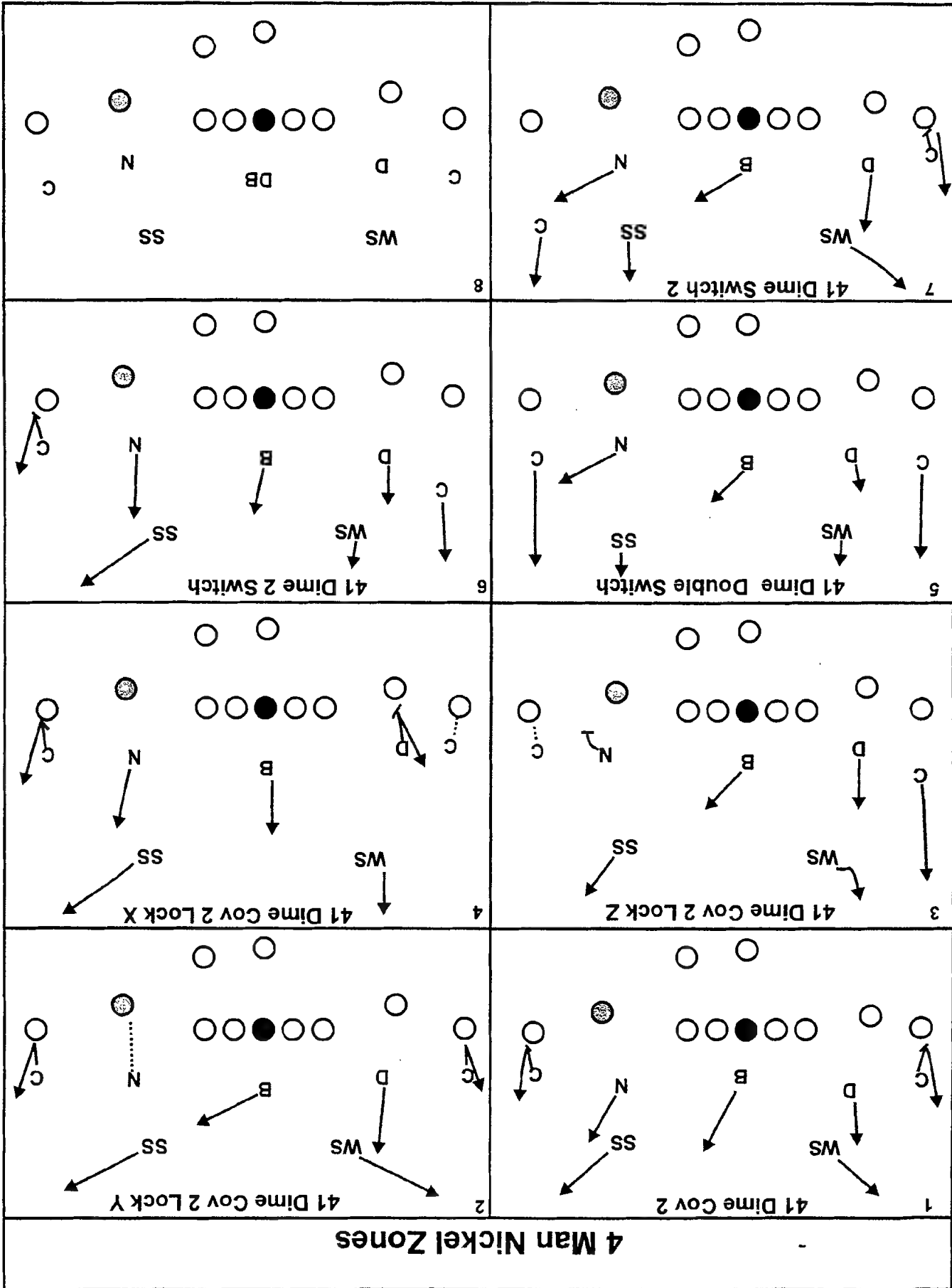
41 Dime Cov 4 Cloud



40 Qtr Double Switch



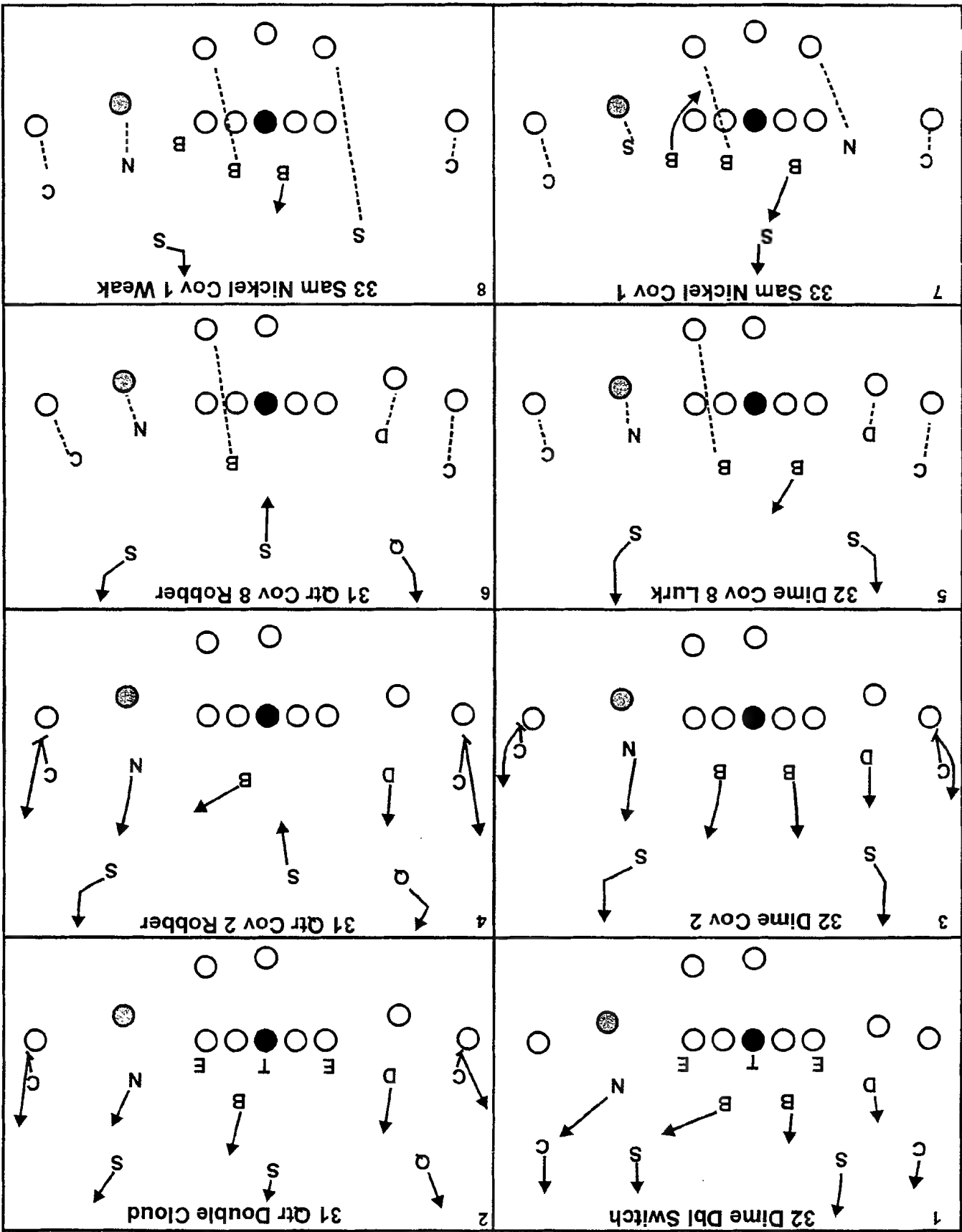




# 4 Man Nickel M/M

<p>1 41 Dime Cov 8</p>	<p>2 41 Dime Cov 28</p>	<p>3 40 Qtr Double Vise</p>	<p>4 41 Dime Double Buzz</p>	<p>5 41 Dime Cov 1 (Weak) Robber</p>	<p>6 41 Dime Cov 1 Buck Lurk</p>	<p>7 41 Dime 1 Pinch</p>	<p>8 40 Qtr 1 Clamp</p>
----------------------------	-----------------------------	---------------------------------	----------------------------------	--	--------------------------------------	------------------------------	-----------------------------

# 3 Man Nickel Coverages



# Run Offense

<u>ITEM</u>	<u>PAGE</u>
-------------	-------------

Rule Interpretation	1-3
Hole Numbering	4

# RULE INTERPRETATION

## 1. RULE INTERPRETATION

OUR RULE INTERPRETATION INVOLVES TWO METHODS:

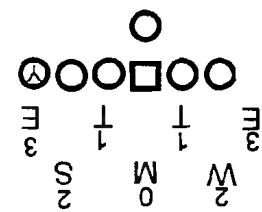
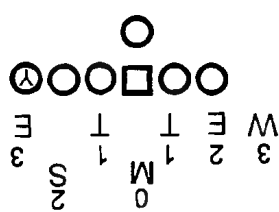
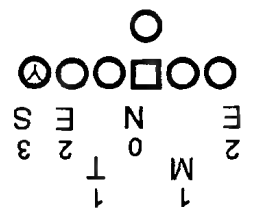
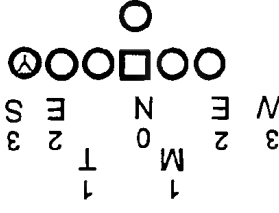
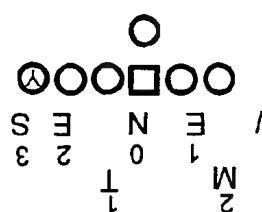
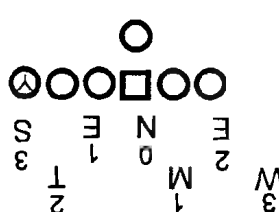
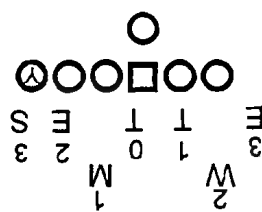
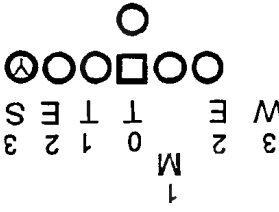
1) NUMBERING THE DEFENSIVE PLAYERS - "0"; #1; #2; #3; #4.

2) DESCRIBING THE DEFENSIVE POSITION - THIS INVOLVES RECOGNITION ON THE LINEMAN'S PART. THIS IS EXTREMELY IMPORTANT AS THIS IS HOW WE WILL MAKE THE LINE CALLS. THERE IS NO HARD FAST RULE TO COVER EVERY SITUATION, AND IT WILL BE THROUGH RECOGNITION THAT WE CHANGE THE BLOCKING SCHEME AT THE L.O.S.I

## A. DEFENSIVE NUMBERING

THE CENTER WILL ALERT THE TEAM THAT HE IS COVERED BY MAKING AN ODD OR EVEN CALL. (ODD - COVERED BY A DOWN LINEMAN; EVEN - COVERED BY A LINEBACKER). THE MAN ALIGNED ON HIM WILL BE COUNTED AS "0". WE WILL THEN COUNT EACH DEFENSIVE PLAYER TO THE RIGHT AND THEN EACH MAN TO THE LEFT. YOU WILL COUNT THE MAN THAT IS ON OR OVER YOU! A NOSE TACKLE THAT ALIGNS IN THE CENTER-GUARD GAP WILL BE REFERRED TO AS "0" - AND CENTER WILL MAKE AN ODD CALL!

<p>24 - ODD-UNDER</p>	<p>43 - EVEN</p>
<p>34-ODD</p>	<p>54 - ODD-OVER</p>

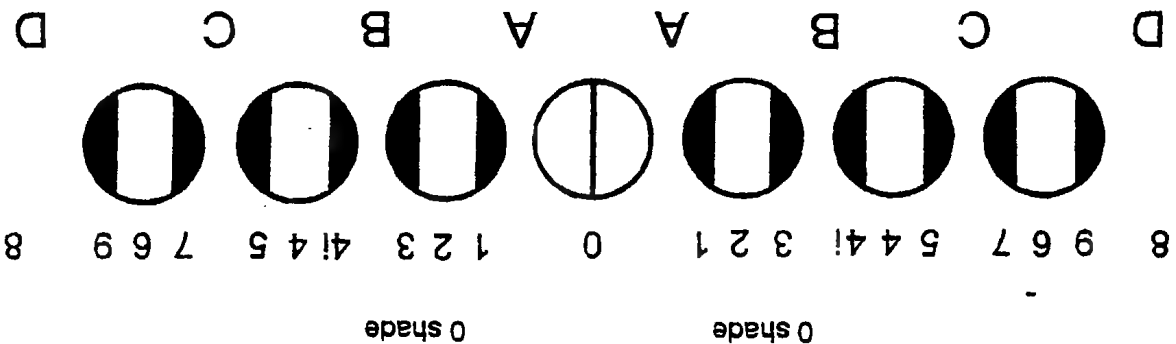
<p>WHEN THE CENTER IS UNCOVERED, WE WILL GIVE THE CENTER A DIRECTIONAL CALL TO ALERT THE OFFENSIVE TEAM WHICH SIDE "0" IS IN OUR NUMBERING SYSTEM. RIGHT-"0" IS TO THE RIGHT, WHILE LEFT-"0" IS TO THE LEFT. CENTERS- IT IS IMPERATIVE THAT YOU KNOW WHETHER 3 DOWN PERSONNEL OR 4 DOWN PERSONNEL IS IN THE GAME WHEN YOU ARE UNCOVERED. THIS WILL AFFECT THE WAY YOU MAKE YOUR CALL. 3 DOWN PERSONNEL (3 DOWN LINEMAN IN THE GAME)- MAKE DIRECTIONAL CALL TO THE SIDE THAT THE NOSE TACKLE SLIDES OR ALIGNS. THIS IS FOR BOTH RUN AND PASS SITUATIONS.</p>	
<p>49-EVEN</p> 	<p>47</p> 
<p>34-O-ODD</p> 	<p>34-O-ODD</p> 
<p>36-UNDER</p> 	<p>37-OVER</p> 
<p>25-UNDER</p> 	<p>53-OVER</p> 

- 9 9 TECHNIQUE PLAYS OUTSIDE EYE OR SHOULDER ON THE TIGHT END.
- 8 8 TECHNIQUE PLAYS WIDE OR OUTSIDE THE TIGHT END AND CAN BE ALIGNED ON OR OFF L.O.S.
- 7 7 TECHNIQUE ALIGNS INSIDE EYE OR SHOULDER ON THE TIGHT END.
- 6 6 TECHNIQUE ALIGNS NOSE-UP (HEAD UP) ON THE TIGHT END.
- (C GAP) C GAP TECHNIQUE ALIGNS IN THE TACKLE/ TIGHT END GAP.
- 5 5 TECHNIQUE ALIGNS OUTSIDE EYE OR SHOULDER OF THE TACKLE.
- 4 4 TECHNIQUE ALIGNS NOSE-UP (HEAD UP) ON THE TACKLE.
- 4-EYE 4-EYE TECHNIQUE ALIGNS ON INSIDE EYE OR SHOULDER OF TACKLE
- (B GAP) B GAP TECHNIQUE ALIGNS IN THE GUARD/TACKLE GAP.
- 3 3 TECHNIQUE ALIGNS OUTSIDE EYE OR SHOULDER OF THE GUARD.
- 2 2 TECHNIQUE ALIGNS NOSE-UP (HEAD UP) ON THE GUARD.
- 1 1 TECHNIQUE ALIGNS INSIDE EYE OR SHOULDER OR THE GUARD.
- (A GAP) A GAP TECHNIQUE PLAYS IN THE CENTER/GUARD GAP.
- 0 SHADE "0 SHADE" TECHNIQUE ALIGNS ON EITHER "EYE" OR SHOULDER OF THE CENTER.
- "0" "0" TECHNIQUE PLAYS NOSE-UP ON THE CENTER OR OFF L.O.S.

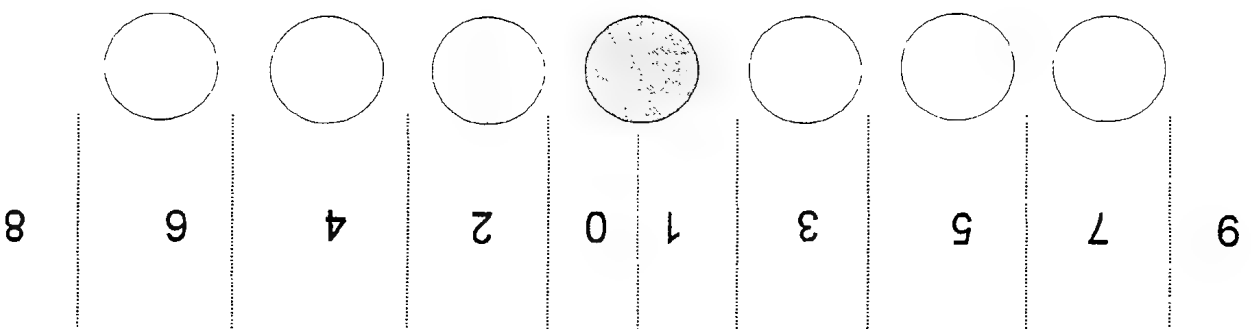
EXAMPLES OF SHADES ON ALIGNMENTS:

EVERY OFFENSIVE PLAYER MUST BE ABLE TO RECOGNIZE DIFFERENT ALIGNMENTS AND SHADES THAT DEFENSIVE PLAYERS CAN USE.

B. RECOGNITION BY ALIGNMENT:



# Hole Numbering System



1. All holes will be numbered with a single digit.  
Even numbered holes will be to the right, Odd numbered holes will be to the left.



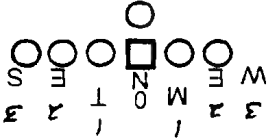
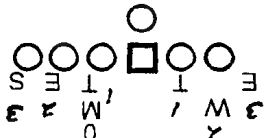
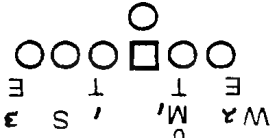
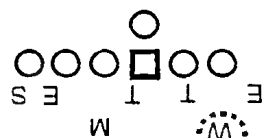
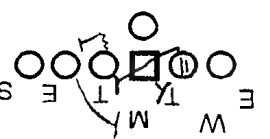
# Run Blocking Terminology

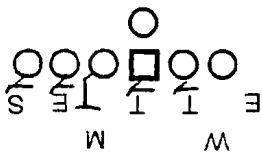
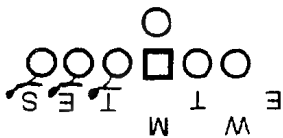
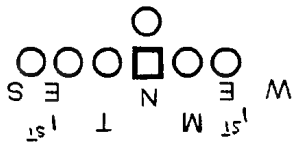
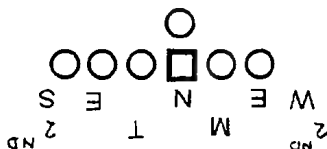
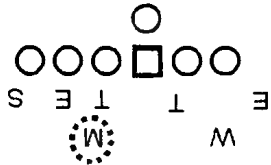
<u>ITEM</u>	<u>PAGE</u>
Run Blocking Terms & Schemes	1-3
Zone Blocking	4-7
Team Blocking Schemes	8
Fold Blocking Schemes	9
Change in Blocking Schemes	10-11
Other Blocking Terms or Calls	12
SS & WS Blocking Schemes	13-16

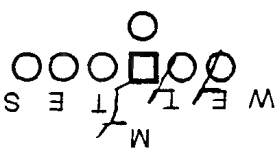
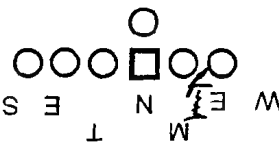
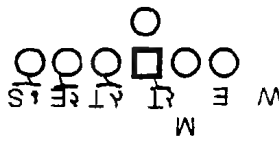
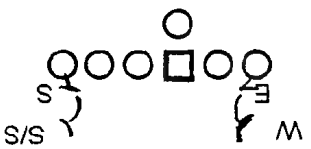
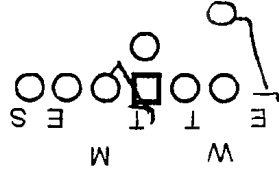
# RUN BLOCKING TERMS and SCHEMES

## OFFENSIVE LINE and TIGHT ENDS

### MAN BLOCKING WITH CENTER'S CALL

<p> <b>MAN BLOCKING</b>                      0, #1, #2, #3 -- From center box to P.O.A.                 </p> 	
<p> <b>RIGHT CALL</b>                      Center uncovered - Right indicates that "0" man is aligned to the right.                 </p> 	
<p> <b>LEFT CALL</b>                      Center uncovered - right indicates that "0" man is aligned to the right.                 </p> 	
<p> <b>BACKSIDE LINEBACKER</b>                      1st linebacker or blitz away from formation call or P.O.A.                 </p> 	
<p> <b>INFLUENCE</b>                      To cause a defender to react to your initial movement so he is vulnerable to a teammate's block.                 </p> 	

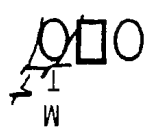
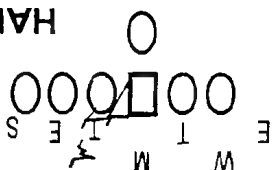
	<p><b>DRIVE BLOCK</b> Block used at the point of attack - Used to drive an opponent off the l.o.s. Getting maximum movement. Landmark depends on defender's alignment.</p>
	<p><b>REACH BLOCK</b> Block used at the point of attack - Blocking through defender's outside number to his armpit.</p>
	<p><b>1st MAN ON L.O.S.</b> Outside the center's box.</p>
	<p><b>2nd MAN ON L.O.S.</b> 2nd defender on L.O.S. - outside the center's box.</p>
	<p><b>DIRECTIONAL CALL LINEBACKER</b> 1st linebacker or blitz to formation call side.</p>

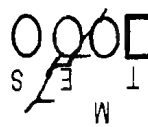
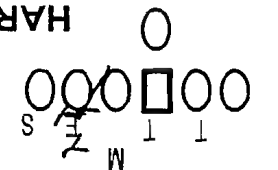
<p><b>PLAYSIDE GAP TECHNIQUE</b> Preventing an opponent from coming through an area to the side of the play.</p>  <p>The diagram shows a line of seven circles representing players. From left to right, they are labeled: W, E, L, T, E, S. A square representing a defender is positioned between the 'T' and 'E' players. An arrow points from the 'T' player towards the gap between the 'E' and 'S' players, indicating the area to be defended.</p>	<p><b>SCRAMBLE</b> Cut off block - Used when blocking a down lineman away from the point of attack.</p>  <p>The diagram shows a line of seven circles representing players. From left to right, they are labeled: W, E, L, T, E, S. A square representing a defender is positioned between the 'T' and 'E' players. An arrow points from the 'T' player towards the gap between the 'E' and 'S' players, indicating the area to be defended.</p>	<p><b>WALL</b> Wall off technique - Used to cut a defender off while still getting movement upfield.</p>  <p>The diagram shows a line of seven circles representing players. From left to right, they are labeled: W, E, L, T, E, S. A square representing a defender is positioned between the 'T' and 'E' players. An arrow points from the 'T' player towards the gap between the 'E' and 'S' players, indicating the area to be defended.</p>	<p><b>SIFT THRU</b> An "area" technique - Used by offside tackle or tight end to seal level 1 to level 2.</p>  <p>The diagram shows a line of seven circles representing players. From left to right, they are labeled: W, E, L, T, E, S. A square representing a defender is positioned between the 'T' and 'E' players. An arrow points from the 'T' player towards the gap between the 'E' and 'S' players, indicating the area to be defended.</p>	<p><b>CUTBLOCK</b> Low block through the knees of the defender, knocking him off his feet.</p>  <p>The diagram shows a line of seven circles representing players. From left to right, they are labeled: W, E, L, T, E, S. A square representing a defender is positioned between the 'T' and 'E' players. An arrow points from the 'T' player towards the gap between the 'E' and 'S' players, indicating the area to be defended.</p>
--	---	--	---	--

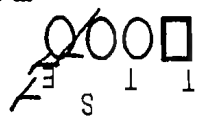
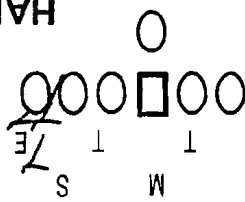
# ZONE BLOCKING

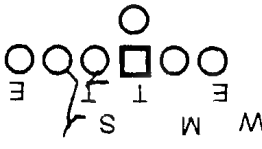
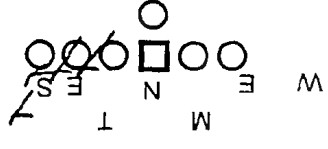
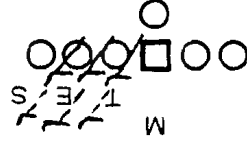
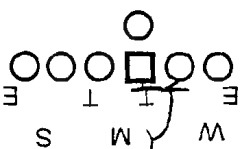
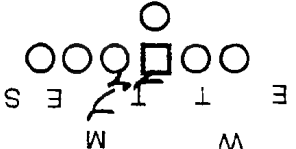
Area blocking between two adjacent offensive linemen responsible for blocking two defenders in a certain "Area".

## A) TOWARD POINT OF ATTACK

<p><b>EASY</b></p>  <p><b>HARD</b></p> 	<p><b>SLIP (Center, Outside Guard)</b> Zone blocking towards point of attack between center and outside guard. ("HARD" - BELLY, ALL ("EASY" - STRETCH, PRESS)</p>
---	---

<p><b>EASY</b></p>  <p><b>HARD</b></p> 	<p><b>SLIP (Outside Guard &amp; Tackle)</b> Zone blocking between outside guard and tackle at or towards point of attack. ("Hard" Belly, Call) (Easy - Stretch, Press)</p>
---	--


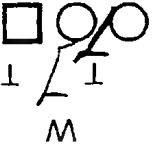
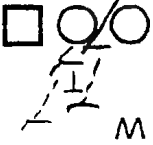
<p><b>EASY</b></p>  <p><b>HARD</b></p> 	<p><b>SLIP (Outside Tackle and TE)</b> Zone blocking between outside tackle and tight end at or towards point of attack. ("Hard" Belly, Call) ("Easy" Stretch, Press)</p>
---	---

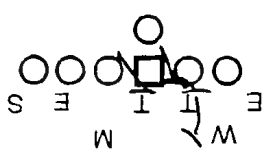
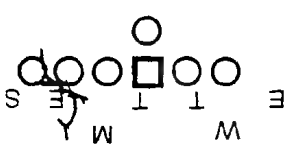
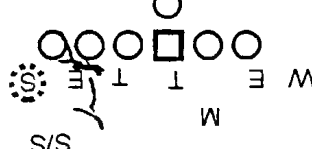
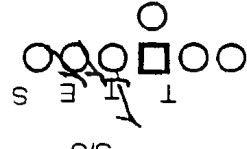
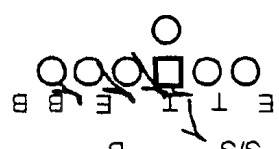
	<p><b>COMBO</b> Call made by outside tackle when running inside zone play (Belly) and <i>inside linebacker</i> aligns inside or stack behind 3 technique. On guard and on tackle will block the 3 technique to the linebacker. When tight end hears combo call he is in a man situation on #3.</p>
	<p><b>GANG</b> Call made by the tight end to alert outside guard; inside 3 defenders ("TED", END and LB). This call can be made on belly and stretch when executing Hard or Easy zone principles.</p>
	<p><b>COLTS</b> Call made by the outside tackle to alert outside guard and center to slip block hard or easy to the call side. NOTE: To handle E/T, T/E or Mike scrape.</p>
	<p><b>DOLPHIN</b> Call made by the center to alert the outside (playside) guard that the Mike LB'er is aligned to the backsides. It is an alert to the outside guard to give "hand-help" to the center before working to level two for the Mike. Outside tackle - the "DOLPHIN" call puts you in a man blocking situation (no help from the guard).</p>
	<p><b>BLACK</b> Call made by the center to alert the outside (playside) guard that the Mike LB'er is aligned to the center before working to give "hand-help" to the outside guard to level two for the Mike. Outside tackle - the "BLACK" call puts you in a man blocking situation (no help from the guard).</p>

# ZONE BLOCKING

Area blocking between two adjacent linemen responsible for blocking two defenders in a certain "Area".

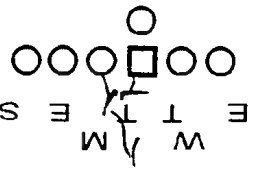
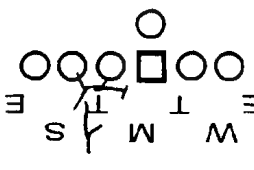
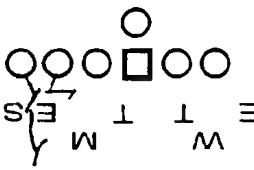
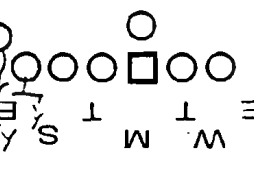
## A) ZONE BLOCKING AWAY FROM POINT OF ATTACK

	
	<p><b>QUICK</b> Call made by backside guard to alert backside tackle he may not be giving hand help.</p>
	<p><b>SCOOP</b> Call between two adjacent linemen with cut-off drive blocking assignment. <b>HARD SCOOP</b> for inside runs. <b>EASY SCOOP</b> for outside runs! this call is for backside only.</p>

<p><b>COP</b></p> <p>Call made by center to alert outside guard that he is moving playside to protect his gap! Offside guard must now handle the nose/tackle by himself.</p> 	
<p><b>ZONE-IT</b></p> <p>Zone blocking technique between outside tackle and tight end or FB in double. Preventing two defenders from coming through their playside gaps. IF <b>MAN-IT</b> is in gameplan, block defender aligned on you - drive on his inside number.</p> 	
<p><b>SAFETY CALL</b></p> <p>Call made by off-tackle or tight end or FB in double wing when safety aligns inside, in a "Joker" alignment. Execute zone blocking between outside tackle and tight end or FB on defensive end to the safety. We will turn loose the end man on the I.O.S.</p> 	
<p><b>SEMI GUARD.</b></p> <p>Same as SAFETY CALL including BACKSIDE</p> 	
<p><b>SLUSH</b></p> <p>Same as SEMI CALL including CENTER.</p> 	

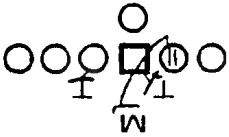
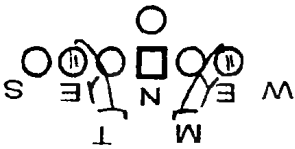
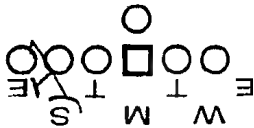
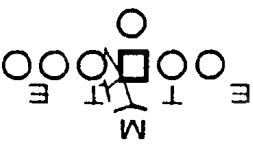


**TEAM BLOCKING SCHEMES**  
Used at the point of attack by two offensive blockers to create a substantial hole while working to seal off linebacker pursuit.

	<p><b>ACE</b> Team block between center and outside guard on Nose/Tackle and backside linebacker.</p>
	<p><b>DUECE</b> Team block between outside guard and tackle on the defensive tackle or end to the middle or backside linebacker.</p>
	<p><b>TREY</b> Team block between outside tackle and tight end to inside linebacker or middle linebacker. Alert DOWN-IT call from outside tackle.</p>
	<p><b>QUAD</b> Team block between the tight end and wing back on an outside linebacker or defensive end to inside linebacker on the 2nd level.</p>

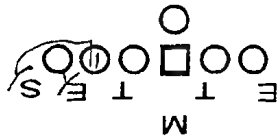
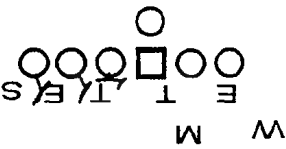
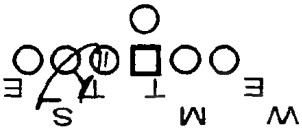
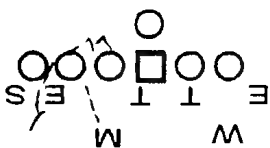
This is an exchange of assignments between two offensive blockers at or away from the point of attack.

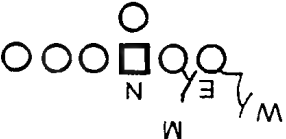
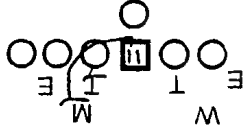
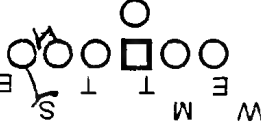
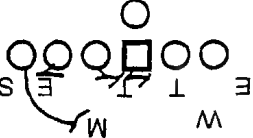
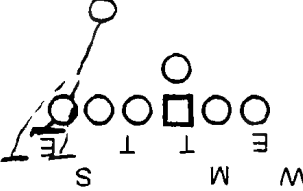
## FOLD BLOCKING SCHEMES

	<p><b>FOLD</b> Exchange between the center and offside guard. Center blocks back first with guard stepping around and up through the hole for linebacker.</p>
	<p><b>GUT</b> Exchange between the guard and tackle. Guard blocks back first with tackle stepping around and up through the hole for linebacker.</p>
	<p><b>TAKE</b> Exchange between the tackle and tight end. Tackle blocks back first with tight end stepping around and up through the hole for linebacker.</p>
	<p><b>COG</b> Exchange between the center and inside guard. Center blocks out first with guard stepping around and up through hole for linebacker.</p>

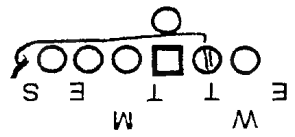
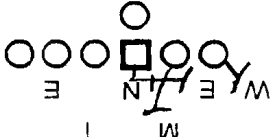
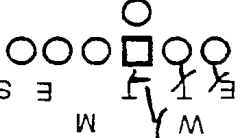
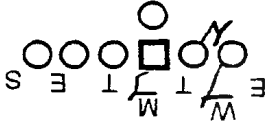
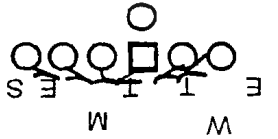
# CHANGE IN BLOCKING SCHEMES

Involving two or more offensive linemen or tight end.

	<p><b>TED</b></p> <p>Change of assignments between the <u>inside tackle and tight end</u>. Tight end will <u>pull</u> for <u>on defensive end</u> while tackle will <u>pull</u> for outside linebacker.</p>
	<p><b>DOWN-IT</b></p> <p>Call made by the tackle to alert the tight end to <u>block down</u> on the defensive end by himself - must stop penetration!</p>
	<p><b>TAG</b></p> <p>Change of assignments between the inside guard and outside tackle. Can only be used versus a "T"-Bubble on BLAST and TOSS and in some instances on BELLY. The tackle will block inside on the defensive tackle or end, the guard will pull around to block (Drive: Seal or Chop) the outside linebacker. Tight end is in a <u>Man Situation</u> on #3!</p>
	<p><b>IF</b></p> <p>Blocking term used by ALL inside offensive linemen when they are covered by a bubble linebacker. The technique is start open step pull and IF the linebacker comes under, take him. IF the linebacker flows, pull around to take him.</p>

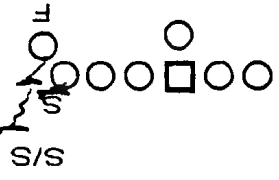
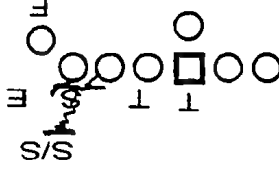
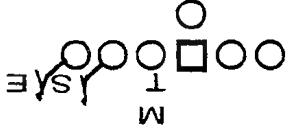
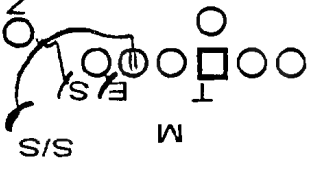
<p><b>FAN</b></p> <p>On-guard and On-tackle block out on 1st man and 2nd man on the l.o.s. Respectively - Big on BIG!</p> 	<p><b>C-SWITCH</b></p> <p>Call made by the center whereby he switches assignment with the outside guard.</p> 	<p><b>TOBY</b></p> <p>Exchange of blocking assignments between the outside tackle and tight end. Tight end will go first!</p> 	<p><b>TRIO</b></p> <p>Exchange assignments between tight end and fullback.</p> 	<p><b>LOCK-IT</b></p> <p>Call made by tight end on power to change blocking assignments with fullback. Tight end base drives on end - fullback leads through for the linebacker. Alert "Lock-It 7" vs "7" technique.</p> 
---	--	---	--	--

# OTHER BLOCKING TERMS or CALLS

	<p><b>LOG</b> Term to alert the guard to "Hook" the defenders outside shoulder rather than kicking out. If defender uses wrong shoulder technique.</p>
	<p><b>PICK-IT</b> Blocking term used to tell the center to block back on the first defender on the l.o.s. away from the point of attack, on the wham play.</p>
	<p><b>STACK</b> Blocking term used to tell the center to block the backside LB on the Wham play. The backside guard and tackle will "Fan" for 1st and 2nd man on l.o.s. respectively.</p>
	<p>"ME" and "YOU" Call made by the outside tackle on the Wham play. "ME" tackle block will LB'er and guard blocks #2 on l.o.s. "YOU" - guard block will LB'er in win alignment, tackle blocks #2 on l.o.s.</p>
	<p><b>WEDGE</b> Blocking at the point of attack, by line and TE or TE's. Used in short yardage and goalline situations in conjunction with QB sneak.</p>

# STRONGSIDE & WEAKSIDE BLOCKING TERMS & SCHEMES

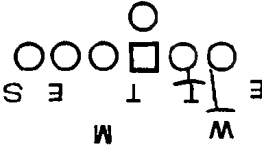
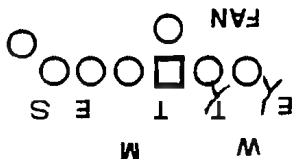
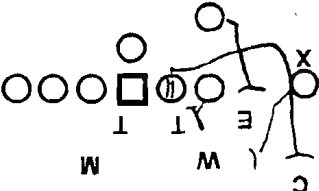
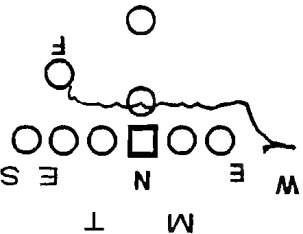
## A) STRONG SIDE TERMS

	<p><b>EXTRA</b> Back or backs sub in "TRIPS AREA" give hard help to tight end on the emol - responsible for blocking force. Can be used with back in motion.</p>
	<p><b>JOKER</b> Call made by the TE when blocking back aligned in trips set on "Extra Blocking"! The tackle and TE will zone off the defender aligned on TE up to the Safety. Blocking back or his "Sub" will be in a man situation on the emol!</p>
	<p><b>TURN-IT</b> Call made by outside tackle to the TE vs two (2) guys look when no "Extra" blocker. Two-guys combination of wide and squirm. Two-guys (2) outside the tackle box with the tackle uncovered.</p>
	<p><b>CRACK BACK</b> Outside tackle pulls and blocks the force. Ex: Toss Right Crackback!</p>

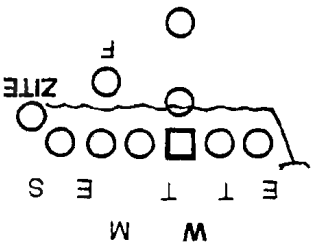
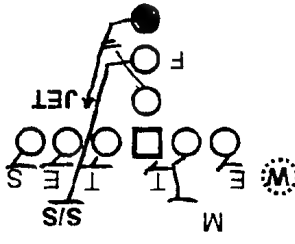
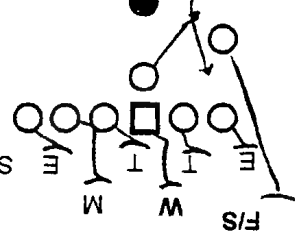
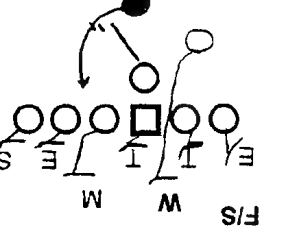
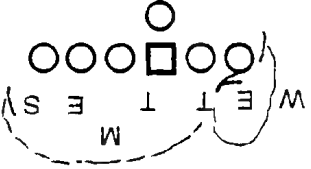


# STRONGSIDE & WEAKSIDE BLOCKING TERMS & SCHEMES

## B) WEAK SIDE TERMS

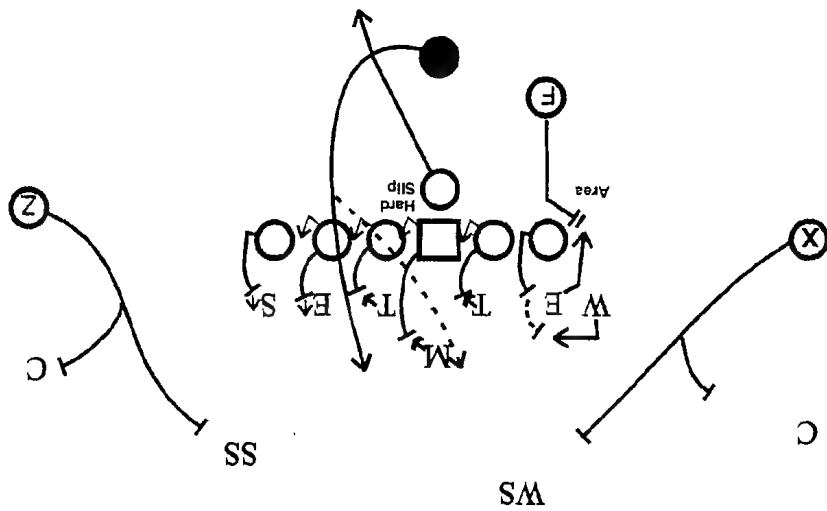
	<p><b>MONGO</b> Blocking scheme to block #1 and #2 in the front on or off l.o.s.</p>
	<p><b>FAN</b> Blocking scheme to block #1 and #2 on the l.o.s.</p>
	<p><b>G</b> Change of assignments between inside guard and tackle. The tackle will block inside on the 3 and tackle. The guard will pull getting some depth and block the force. ex: Pitch Left G.</p>
	<p><b>EMOL</b> Back's Tag - back or back's sub responsible for blocking end man on l.o.s.</p>



	<p><b>KICK</b> - Z or Z's substitute responsible for blocking end man on l.o.s.</p>
	<p><b>JET</b> Call to alert offensive team that the strong safety is aligned in JOKER position. (LB depth to playside) and will be counted as a LB in rule interpretation.</p>
	<p><b>SLUG</b> Call to alert offensive team that the free safety is aligned in FOX position (LB depth to playside) and will be counted as a LB in rule interpretation.</p>
	<p><b>BOB</b> Scheme called to change the backside blocking pattern. FB = Will LB'er. Offside guard and tackle block BIG on BIG vs "5" look.</p>
	<p><b>PEEL BLOCK</b> Wall off technique - Used to cut a defender off while still getting movement upfield.</p>

# Zone Plays

<u>ITEM</u>	<u>PAGE</u>
Belly (Strong)	1-2
Belly (Weak)	3-4
FB Belly	5-6
Call (Weak)	7-8
Call (Strong)	9-10
Wham	11-12
Stretch (Strong)	13-14
Extra Blocking Principles	15-16
Stretch (Weak)	17-18
Blast	19-20
Press (Weak)	21-22
Press (Strong)	23-24

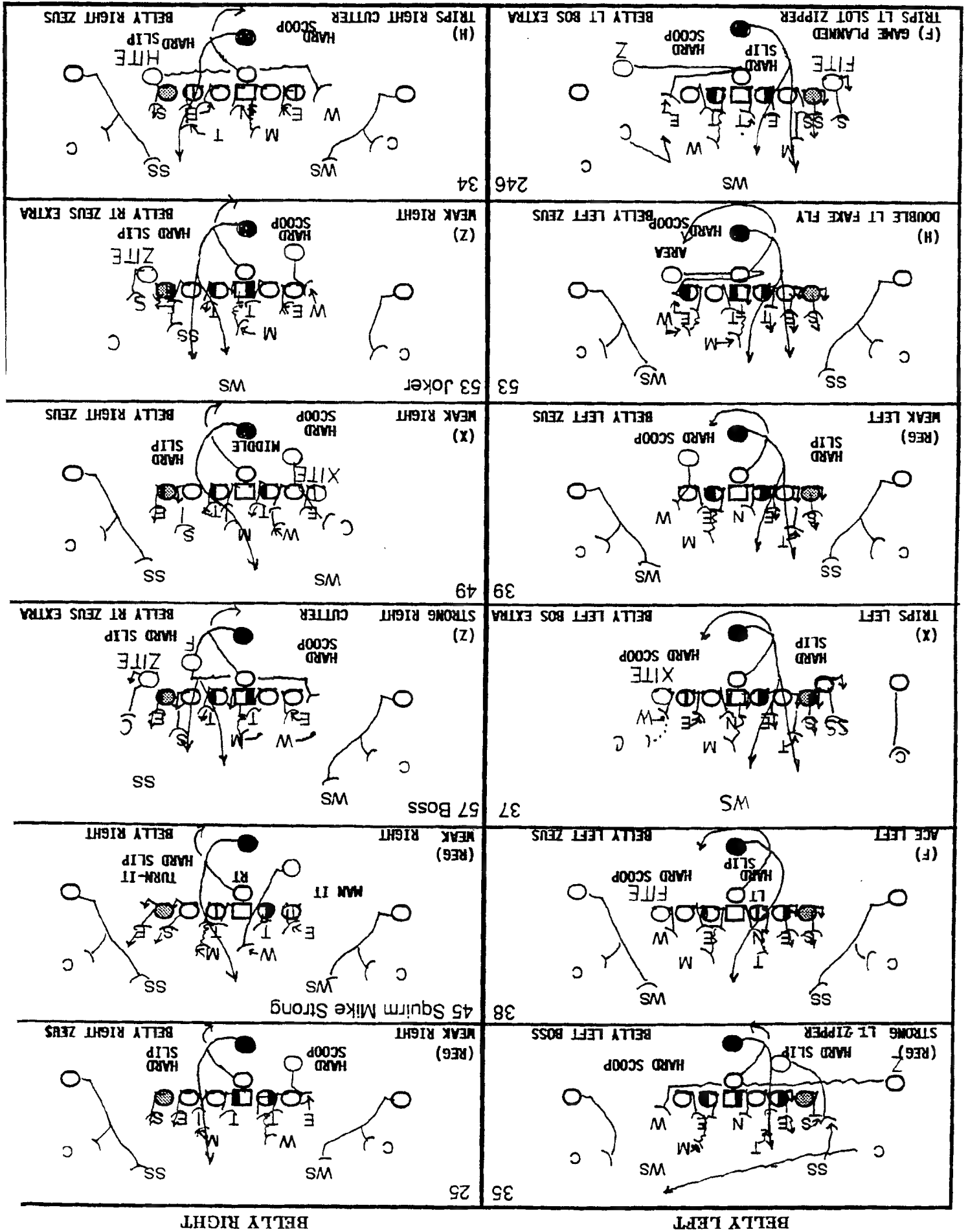


**Play Description:** Strongside Dive play with "Belly Action" by the ball carrier with the offensive front using the POWER ZONE BLOCKING PRINCIPLES. Important that we get movement up front so that the back can find creases and run to daylight. Can be run with H, F and Z personnel.

Note: Everyone is at the point of attack

**Note:** Everyone is at the point of attack

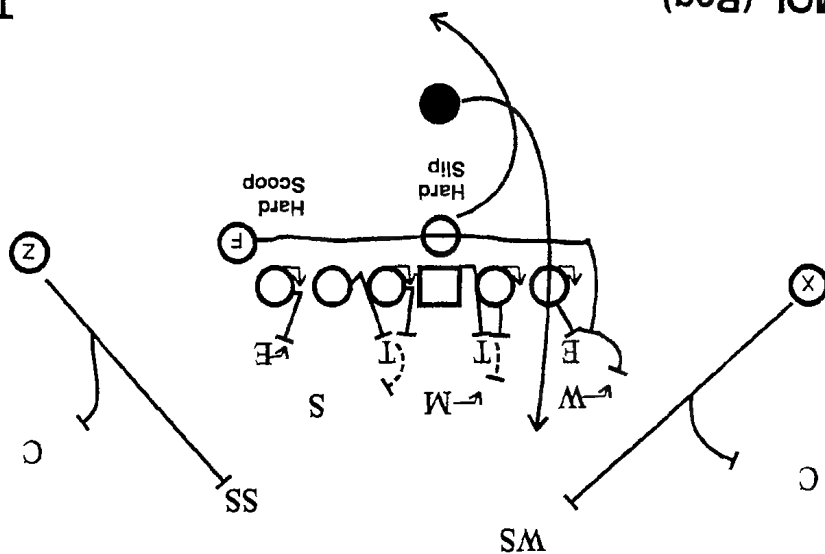
QB	Open to: hand deep to the ball carrier. Set up Rambo.
BB	Play away, area block with Off Tackle. Alert "Man-it" call. BOSS: Block strong support. BOB: block Will Liber wherever he aligns.
BC	Drop open-cross over-Downhill plant. Aiming point is the butt of Tackle. Key the block of the Tackle. Vs a Tackle bubble, run to cram it and feel 3 Technique.
OFF-T	Man block #2.Hard Scoop Technique. Alert "Man-it" Call.
OFF-G	Man block #1. Hard Scoop Technique.
C	Man block #0. Alert Hard (Scoop or Slip).
ON-G	Man block #1. Drive Technique. Alert Hard Slip.
ON-T	Man block #2. Drive Technique. Alert Hard Slip, Turn-it or Combo.
Y	Man block #3. Drive Technique. Alert Hard Slip, Turn-it or Combo call.
Z	ZEUS: block force. BOSS: Zipper motion block zip area.
X	Block middle one-third..



BELLY RIGHT

BELLY LEFT

47 Will Stack

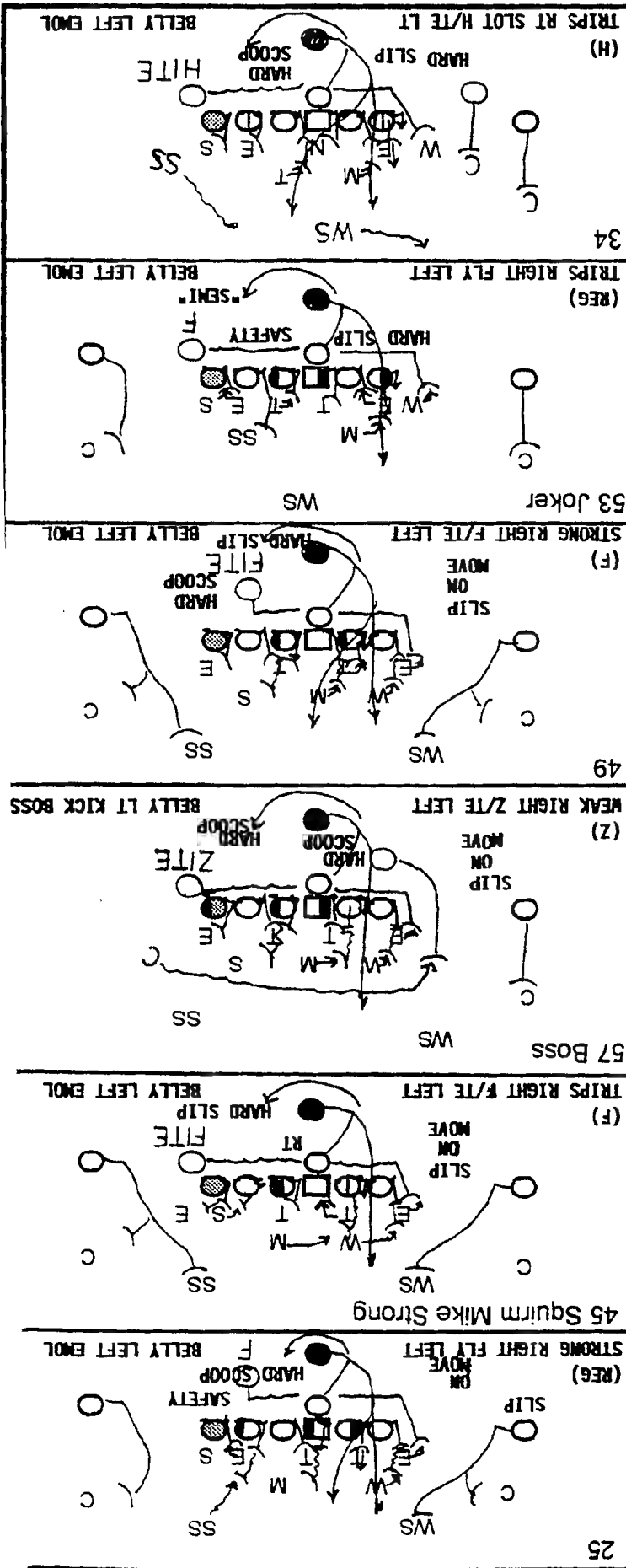
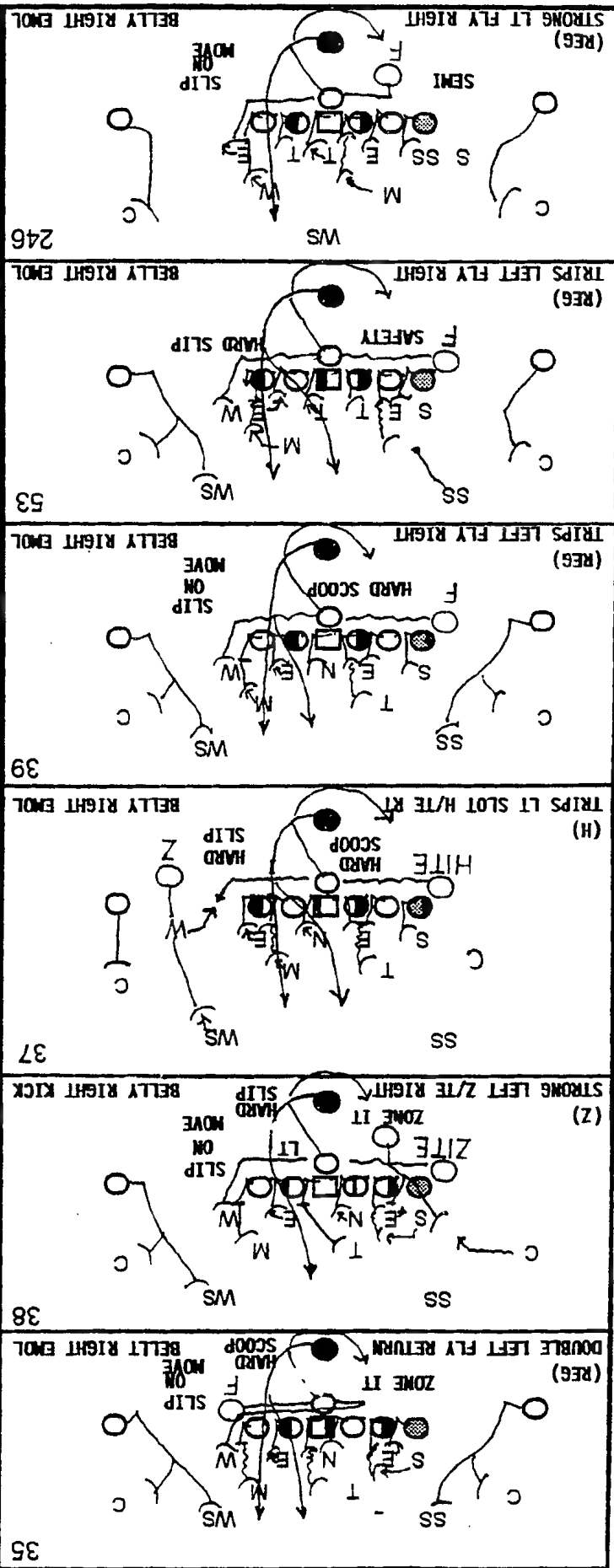


**Belly Left EMOL (Reg)**

Trips Rt Fly Left

**Play Description:** Weakside Belly, play will always be run away from formation strength, with the back or the 'Z' in motion to block end man on LOS. EMOL: Back or backs sub on end man on LOS. KICK: Z or Z's sub on end man on LOS. Other schemes are KICK BOSS. Note: Everyone is at the point of attack

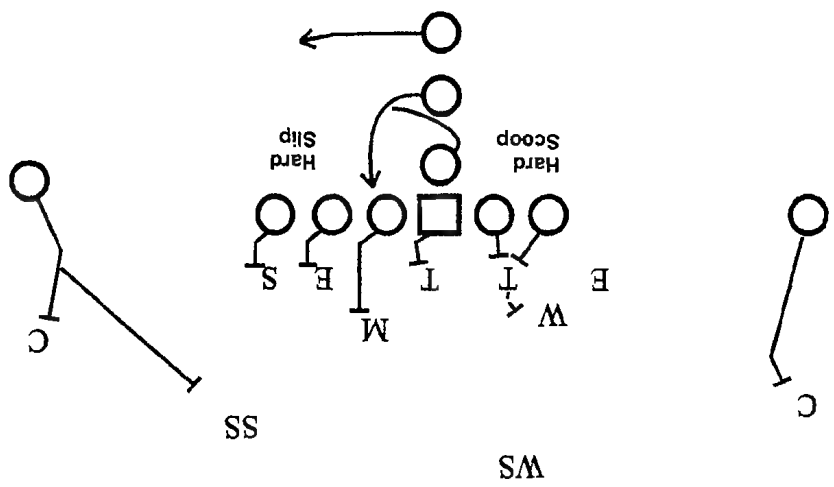
QB	Same as the Belly strongside
BB	EMOL: Block End Man on LOS to playside. Aiming point is outside number. Possible Slip on the move. KICK- backside cutoff.
BC	Same as the Belly Strongside
OFF-T	Man block #2. Hard Scoop Technique. Alert "Safety." "Semi."
OFF-G	Man block #1. Hard Scoop Technique.
C	Man block #0. Hard Slip Technique.
ON-G	Man block #1. Drive Technique. Hard Slip
ON-T	Man block #2. Drive Technique. Hard Slip on the move.
Y	Man block #3. Playside Gap Technique. Alert for "Safety" call. "Semi" call.
Z	Block middle one-third. KICK- Block end man on LOS at POA.
X	Block first force. Kick Boss: Block man over



# FB Belly

25

FB Belly Rt



## Play Description

Strongsides Dive play with "Belly Action" by the ball carrier with offensive front using POWER ZONE Blocking principles. Important that we get movement up front so that the back can find the creases and run to daylight. Can be run with Regular, H, F and Z Personnel.  
Note: Everyone is at the Point of Attack.

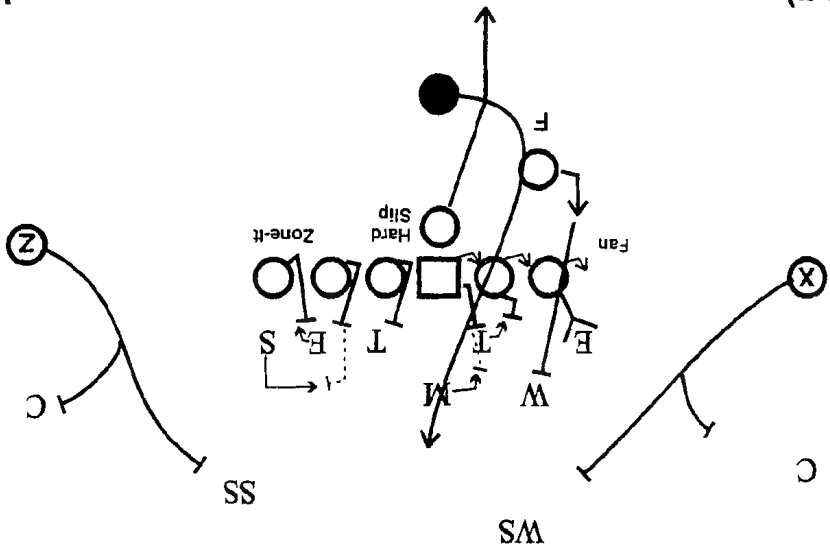
QB	Reverse Out: Fake Toss hand deep to the ball carrier.
BB	Fake Toss Sweep Alert seal backside
BC	Drop open cross over downhill plant. Aiming point is the butt of the tackle. Key the block of the Tackle. Vs a tackle bubble, run to cram it and feel the 3 technique.
OFF-T	Man block #2. Hard scoop technique. Alert "Man-it" call.
OFF-G	Man block #1. Hard scoop technique.
C	Man block #0. Alert Hard (Scoop or Slip). Alert "Black" call.
ON-G	Man block #1. Drive technique. Alert Hard Slip. Turn-it or Combo.
ON-T	Man block #2. Drive technique. Alert Hard Slip. Turn-it or Combo.
Y	Man block #3. Drive technique. Alert Hard Slip. Turn-it or Combo.
Z	Boss: Zipper motion block Zip area Zeus: Block force.
X	Block middle one-third.

<p>35</p> <p>(REG) I RT</p> <p>FB BELLY LT BOOK</p>	<p>38</p> <p>(REG) I LT ZIPPER</p> <p>FB BELLY LT ZEUS</p>
<p>45</p> <p>(REG) I RT</p> <p>Squirm Mike Strong</p> <p>FB BELLY RT ZEUS</p>	<p>37</p> <p>(X) TRIPS LT</p> <p>FB BELLY LT EXTRA</p>
<p>57</p> <p>(REG) I RT</p> <p>Boss</p> <p>FB BELLY RT ZEUS</p>	<p>39</p> <p>(REG) I LT ZIPPER</p> <p>FB BELLY LT BOOK</p>
<p>49</p> <p>(REG) I RT</p> <p>53 Joker</p> <p>FB BELLY RT ZEUS</p>	<p>53</p> <p>(REG) I LT CUTTER</p> <p>FB BELLY LT ZEUS</p>
<p>34</p> <p>(REG) I RT</p> <p>246</p> <p>FB BELLY RT ZEUS</p>	<p>34</p> <p>(F) GAME PLANNED</p> <p>BELLY LT BOS EXTRA</p>



# Call Lt/Rt (Weakside) (Also Slant Lt/Rt)

45

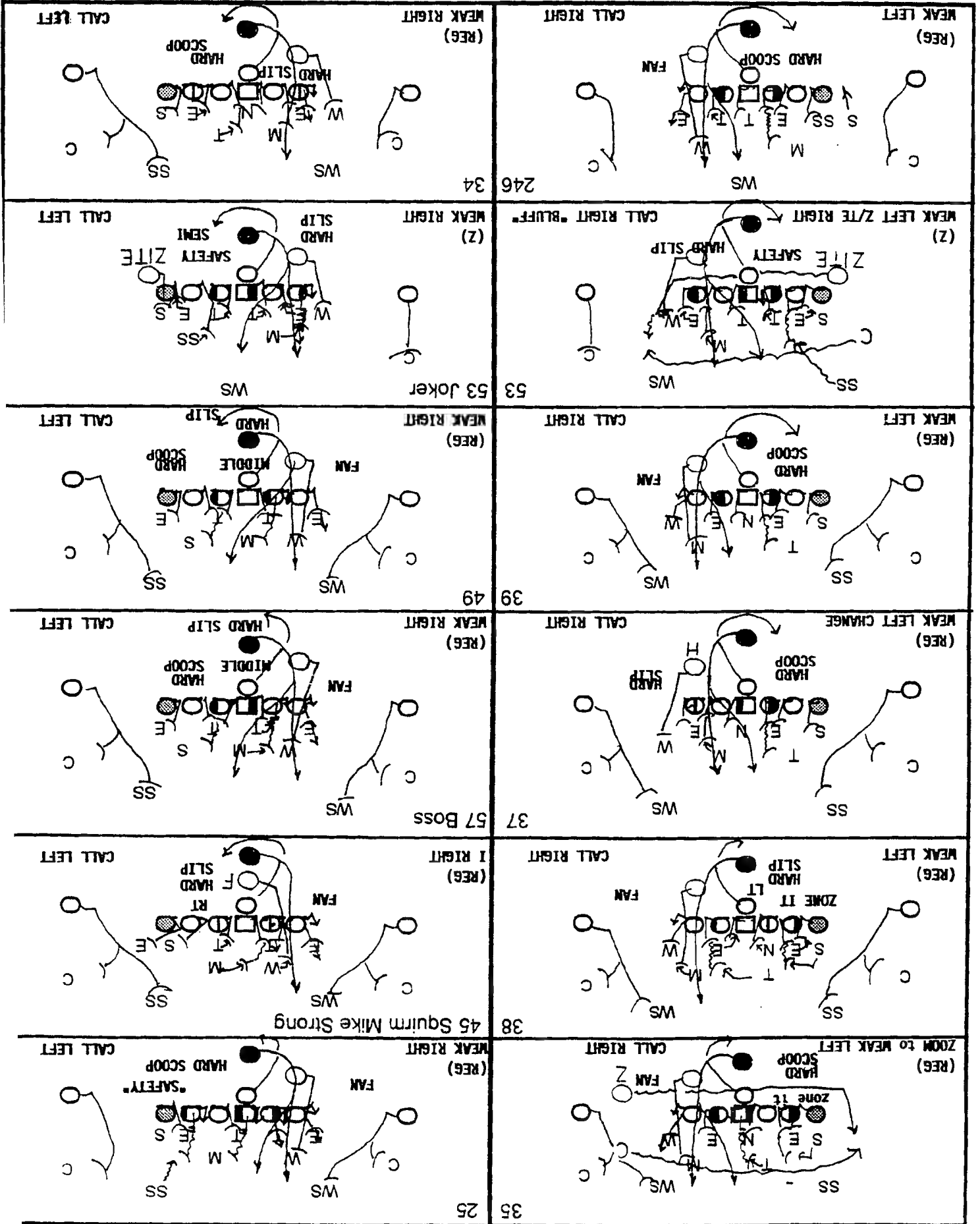


Weak Right

Call Left (Reg)

**Play Description:**  
 Weakside Belly always run with two(2) backs in the backfield.  
 CALL: Onside Tackle will Call the blocking scheme at the LOS.  
 MONGO: Man blocking, POWER ZONE BLOCKING PRINCIPLES.  
 FAN: blocking vs. A '5' look or weak reduction.

QB	Open to give the ball carrier as deep as possible. Set up for Dropback.
BB	MONGO: Man block #3. Drive inside out. FAN: '5' look, weak reduction block Will Lber.
BC	Drop open, cross over, downhill plant. If Slant: Downhill footwork. Aiming point is butt of the Tackle. Key block of Tackle Vs a Tackle bubble, run to Cram it and feel 3 Technique.
OFF-T	Man block #2. Hard Scoop Technique. Alert Zone-It or "Safety" call. "Semi" call.
OFF-G	Man block #1. Hard Scoop Technique.
C	Man block #0. Hard Slip Technique. (Alert call from On-Guard).
ON-G	Man block #1. Drive Technique, Hard Slip.(Alert call vs 2 Technique)...
ON-T	Man block #2. Drive Technique. If '5' look, weak reduction make FAN call.
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over.
X	Block first force. Slot formation block man over.



CALL LEFT

CALL RIGHT



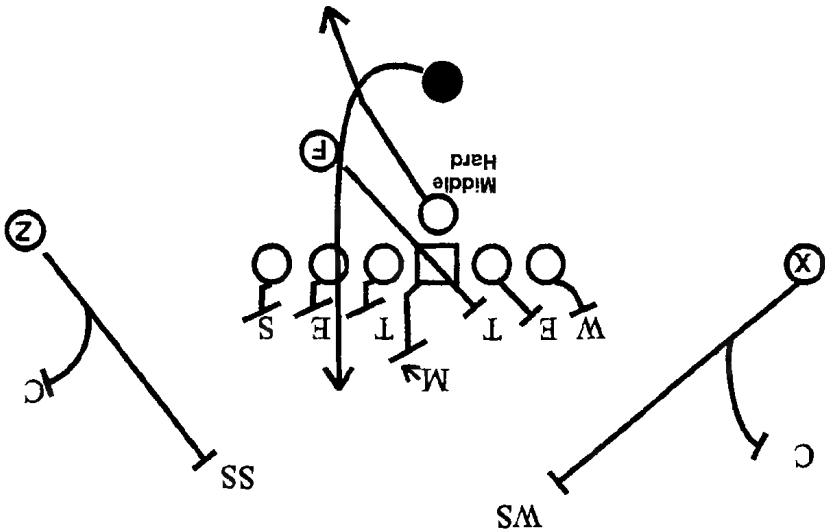
<p>34</p>	<p>246</p>
<p>53 Joker</p>	<p>53</p>
<p>49</p>	<p>39</p>
<p>57 Boss</p>	<p>37</p>
<p>45 Squirm Mike Strong</p>	<p>38</p>
<p>25</p>	<p>35</p>

CALL RIGHT

CALL LEFT

# Wham Rt-Lt (Strongside)

43



Trips Rt

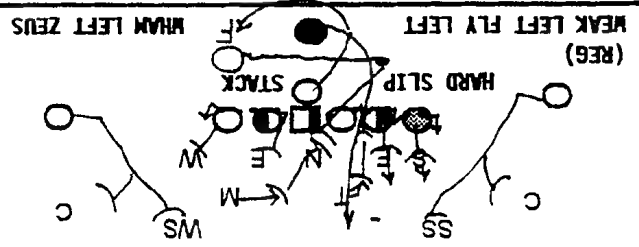
Wham Rt (Reg)

**Play Description**  
Complimentary play to the Belly play, to the strong side of the formation. Excellent way to separate the defense using the FB or the FB sub to WHAM BLOCK on the first down lineman from the Center box--backside. QB do not run if Center and Onside Guard are covered by down lineman. This play may be placed in a CWM category.  
SHORT MOTION will be understood by Wham blocker if aligned near LOS.

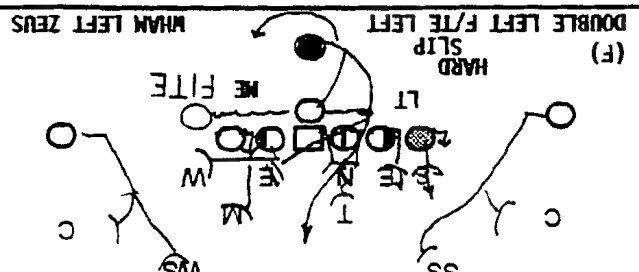
QB	Open to: Hand deep to the ball carrier. Set up Rambo.
FB/Sub	Wham rules: 1) Guard bubble, Wham Nose Tackle. 2) Center bubble, Wham first down lineman past the Center.
HB/FB	Same as the Belly. Look to cram the ball strong. Do not cut back behind the Wham block.
OFF-T	Take a 3 foot split. Covered by a down lineman or a "Stack" call made by the Center, block EMOL. Vs an even Front with a "5" look: make "You" or "Me" call to off Guard.
OFF-G	Take a 3 foot split. If covered by Lber drive on the inside number. If covered by a down lineman block next defender to the outside. "Stack" call, block inside number of defender aligned on you. Alert for a "You" or "Me" call from the offside Tackle.
C	Make call according to front. If covered by a down lineman-"Pick-it". "Stack" call if covered by a Nose Tackle and backside Guard covered by a down lineman (25 look). Covered by a Lber "Hard" with onside Guard.
ON-G	Man block #1. Same as Belly. HARD SLIP blocking.
ON-T	Man block #2. Same as Belly. HARD SLIP blocking. Note: vs 'T' bubble use Zone steps only.
Y	Man block #3. Same as Belly. HARD SLIP blocking.
Z	Zeus: Block force. Boss: will be with Z personnel only.
X	Block middle one-third.

# WHAM LEFT

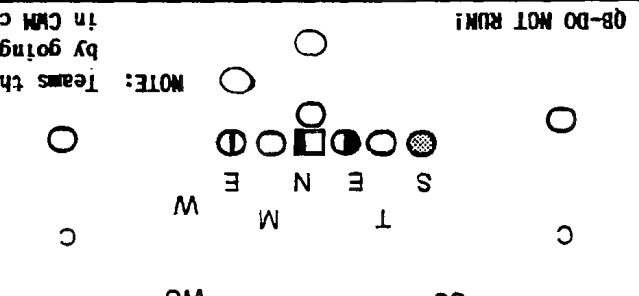
35



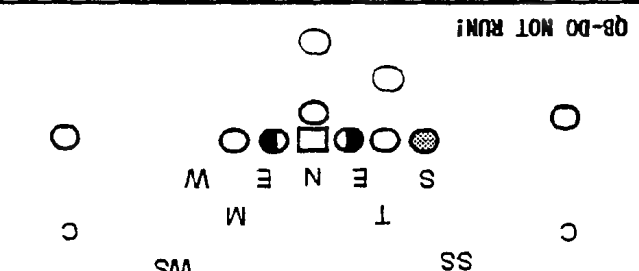
38



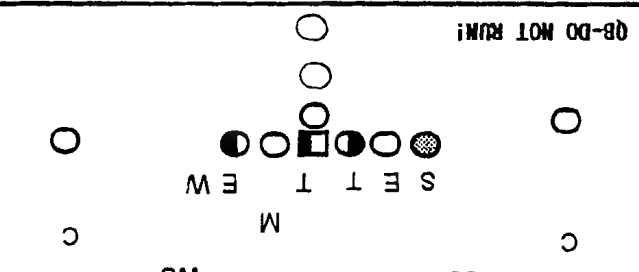
37



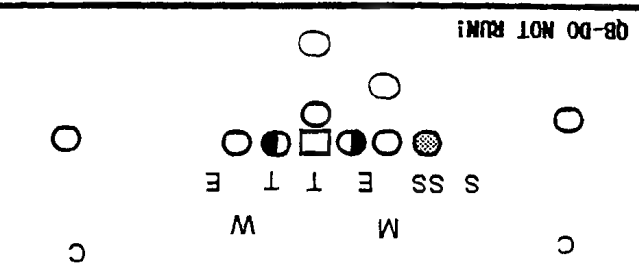
39



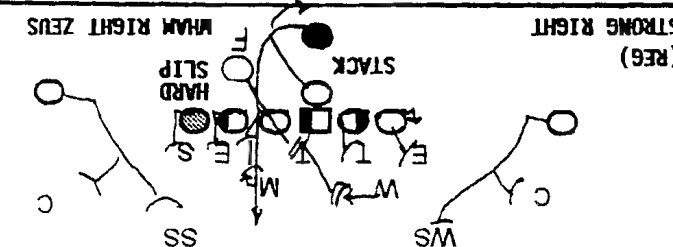
53



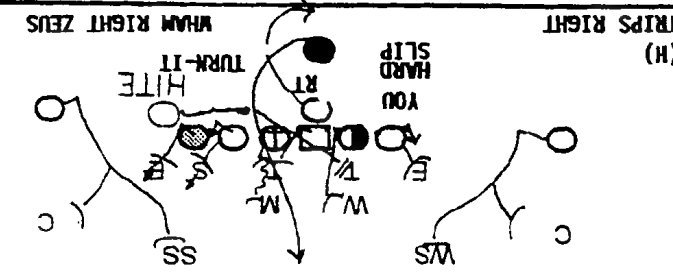
246



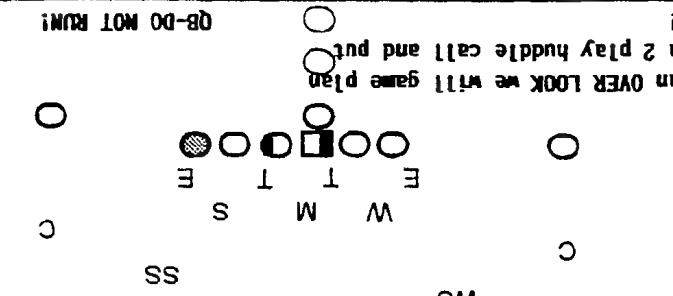
25



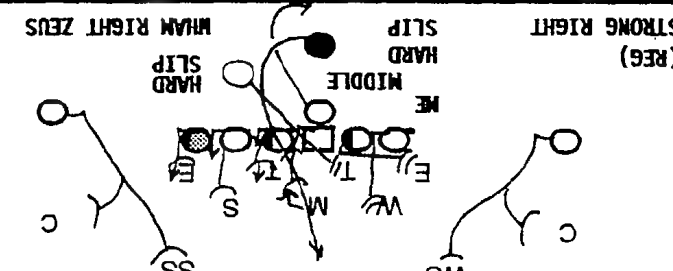
45



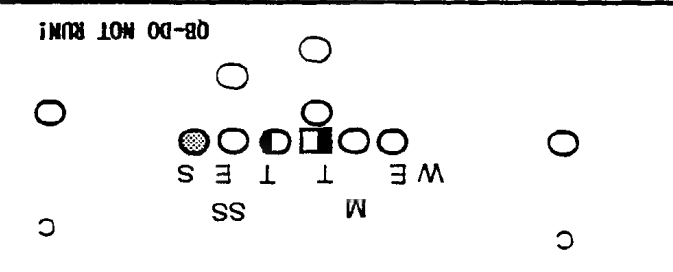
57



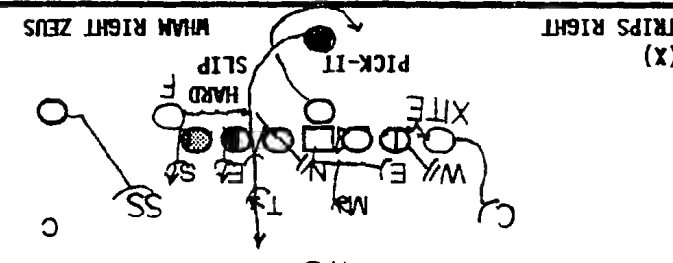
49



53



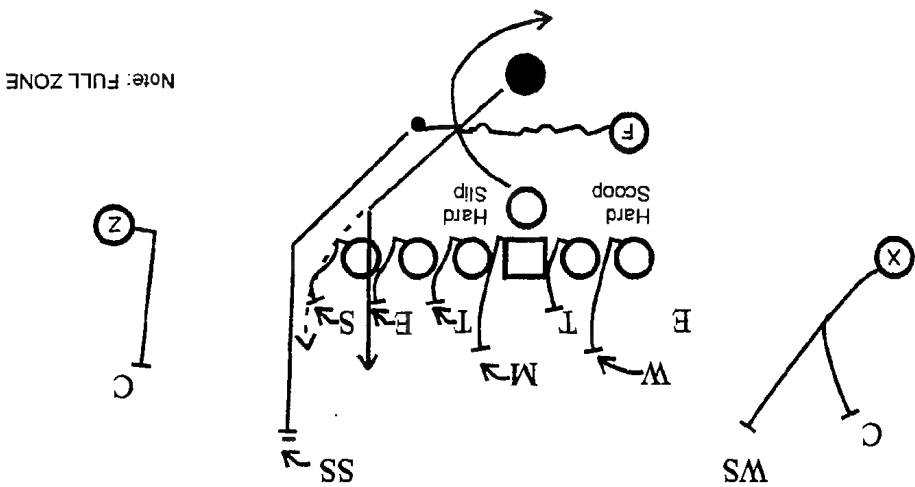
34



12

# WHAM RIGHT

Stretch Lt/Rt (Strongside)



Weak Rt Fly Right

Stretch Right BOSS (Reg)

**Play Description:**  
This play is designed to STRETCH the defense to the outside while option running off the TE's block. Our offensive front will use FULL ZONE BLOCKING PRINCIPLES to create movement up front. This play can be used from H, F and Z personnel.

QB	Open To, hand to ball carrier. Hide action fake.
BB	BOSS or BOSS EXTRA: Block force. ZEUS: Execute backside seal block.
BC	Take open step. Aim at the inside cheek of TE's Butt. TE displaces #3 to outside; feel block on '5' or '3' Technique. Cut up field not back.
OFF-T	Man block #2. Easy Scoop Technique.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut technique on Nose Tackle.
C	Man block #0. Easy Scoop Technique. Alert Full Gap. (Triple).
ON-G	Man block #1. Drive Technique, outside breast. Easy Slip..
ON-T	Man block #2. Drive Technique, outside breast Alert Easy Slip. (Alert Turn-It call, Tag-It vs. 'T' bubble with '3' and '9' Techniques).
Y	Man block #3. Drive Technique, outside breast. Easy Slip, Turn-It. Vs. 34 = possible "Gang" call.
Z	BOSS: block second force ZEUS: Block First force. Slot formation: Block man over.
X	Block middle one-third.

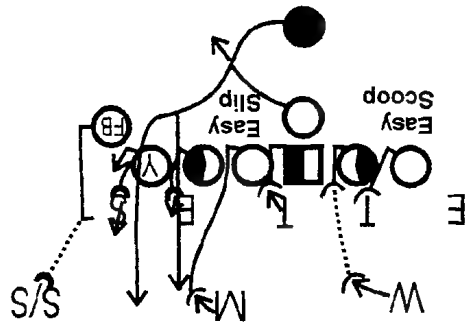
<p>STRETCH LEFT</p> <p>(REG) EASY SLIP</p> <p>WS</p> <p>35</p>	<p>STRETCH RIGHT</p> <p>(REG) EASY SCOOP</p> <p>WS</p> <p>25</p>
<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>38</p>	<p>STRETCH LEFT</p> <p>(Z) EASY SLIP</p> <p>WS</p> <p>38</p>
<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>37</p>	<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>37</p>
<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>39</p>	<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>39</p>
<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>53</p>	<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>53</p>
<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>246</p>	<p>STRETCH LEFT</p> <p>(F) EASY SLIP</p> <p>WS</p> <p>246</p>



# EXTRA BLOCKING PRINCIPLES

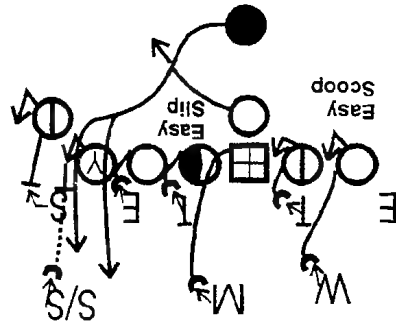
**EXTRA** - Means that the fullback or FB's sub aligned in "rips area" (next to Y) is responsible for blocking the force or support. The "Z" receiver will be responsible for blocking the defender aligned on him.

## 25 - COVER 3 LOOK



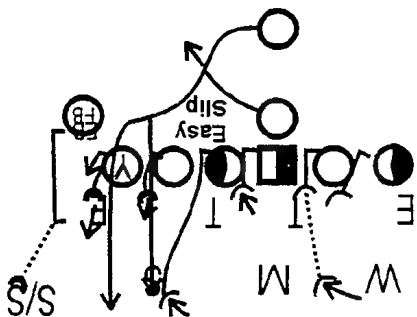
**LOOSE 9 TECHNIQUE:**  
FB may give "Y" hand help up to SS.

## 45 - 3 BUZZ



**8 TECHNIQUE:**  
Sam aligned on the fullback - "Y" give hand help to FB and continue up field for S/S.

# EXTRA BLOCKING PRINCIPLES



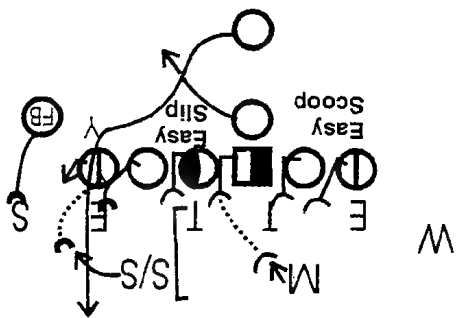
57 BOSS - COVER 3

**VERSUS A 3 and 9 TECHNIQUE:**

Will execute tag-it scheme!

FB may give "Y" hand help as you release up to S/S.

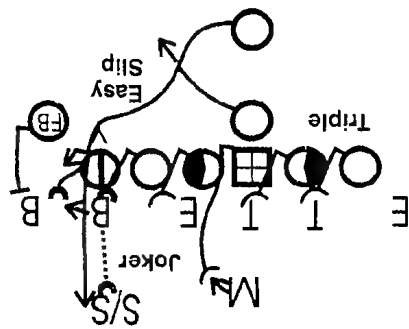
53 WIDE JOKER - 3 BUZZ



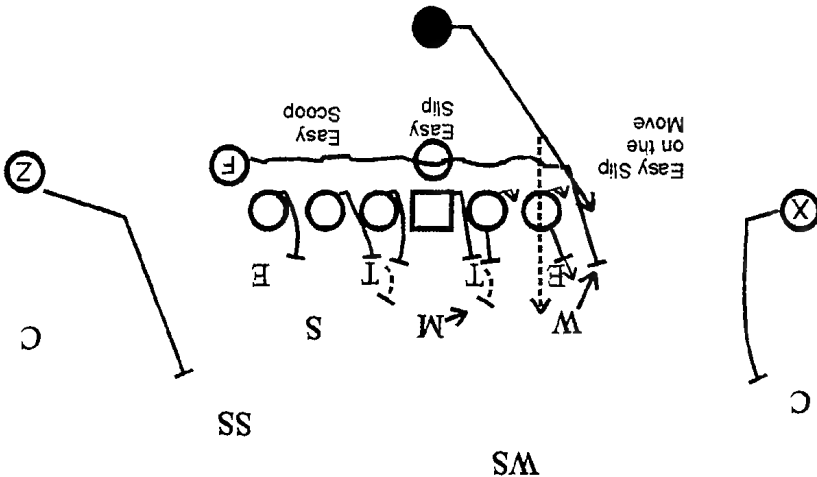
If the Strong Safety moves inside of Y - The line will make a line call to handle in the blocking scheme. The FB will now be responsible for blocking SAM.

On T - - - Versus a 3 and 7 technique -- Easy Slip.

246 ADJUST - COVER 1

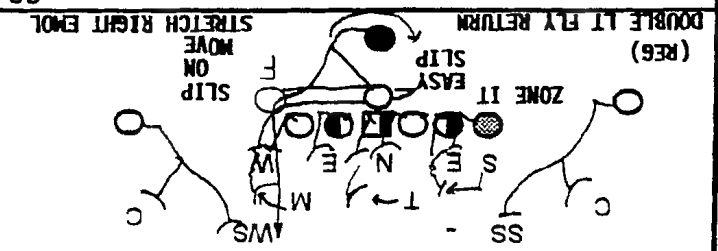


If the Tackle is uncovered and the Strong Safety is aligned in Y's vicinity the Tackle will make a JOKER call to work with "Y" up to strong support! The FB will now be responsible for blocking the end man on L.O.S.

<p>47 Will Stack</p> <p>Stretch L/Rt (Weakside)</p> <p>Schemes: EMOL, Kick</p>		<p>Stretch Left EMOL (Reg)</p> <p>Trips Rt Fly Left</p>  <p>Note: Full Zone</p>		<p><b>Play Description:</b></p> <p>Weakside Stretch play will always be run away from formation strength with the back or 'Z' in motion to block EMOL.</p> <p>EMOL: Back or backs sub on end man on LOS.</p> <p>KICK: Z or Z's sub on end man on LOS.</p>																	
QB	Open To, hand to ball carrier. Hide action fake.	BB	EMOL: Man block #3. Vs '5' Look, 'T' bubble Easy Slip on the move. KICK: Backside cutoff block.	BC	Take open step. Aim at the inside cheek of Ghost TE's Butt. Read block of EMOL. If he widens look to cut up NEVER back. May feel block on '5' or '3' Technique.	OFF-T	Man block #2. Easy Scoop Technique. Alert Zone-It or "Safety" call. "Semi".	OFF-G	Man block #1. Easy Scoop Technique. Possible cut technique on Nose Tackle.	C	Man block #0. Playside Gap Technique. Alert Full Gap. (Alert Triple).	ON-G	Man block #1. Drive Technique, outside breast. Easy Slip (Guard Bubble= Half Moon course).	ON-T	Man block #2. Drive Technique, outside breast Alert Full Scoop. Vs '5' look (T bubble) Slip on the Move with BB.	Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.	Z	Block middle one-third. Slot formation block man over. KICK: Block EMOLs at POA.	X	Block first force. Slot formation block man over.

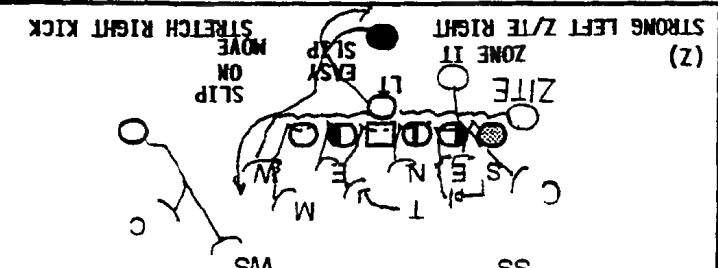
35

25



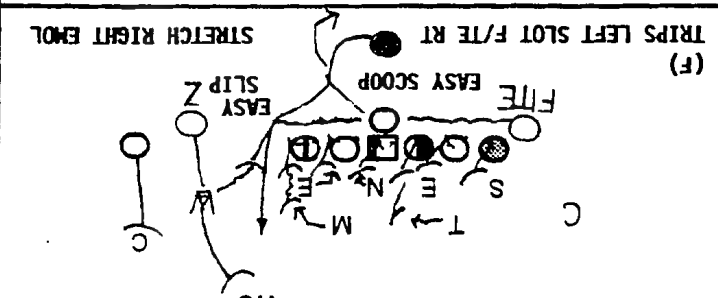
38

45



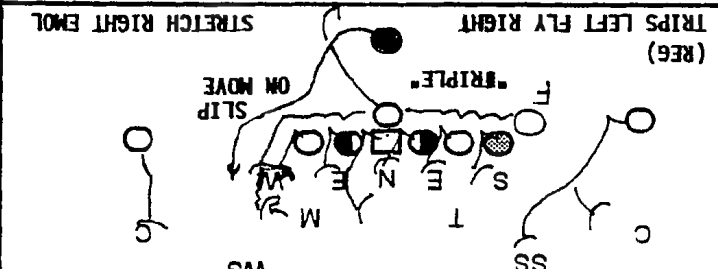
37

57



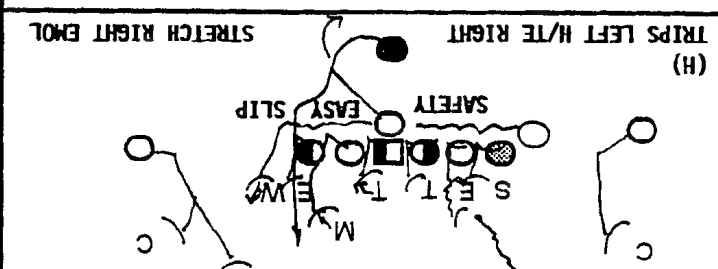
39

49



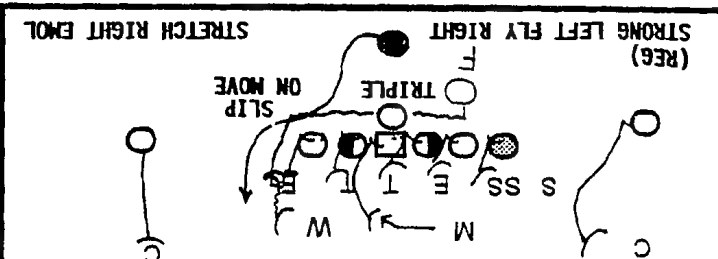
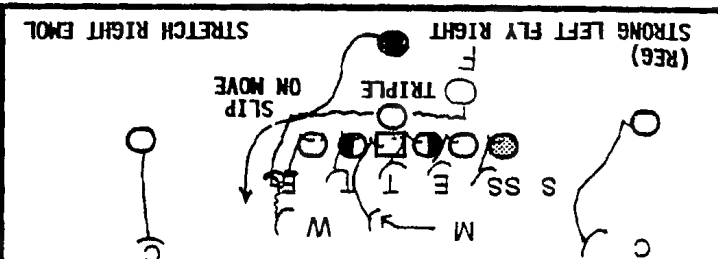
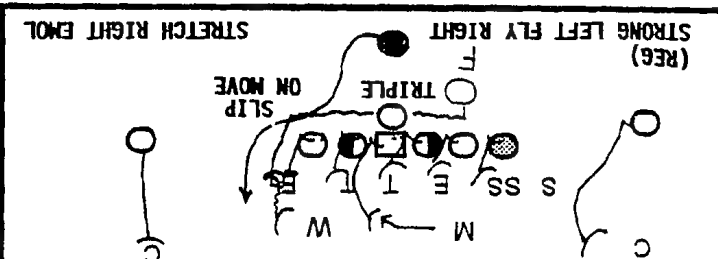
53

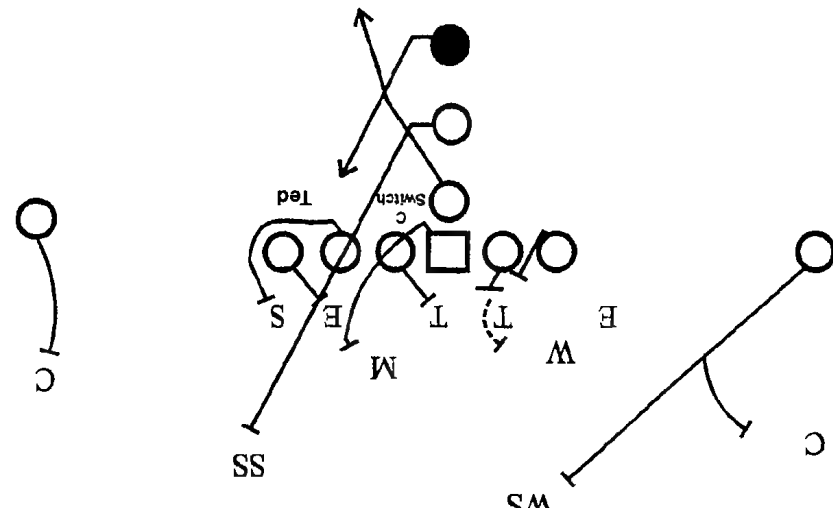
53



246

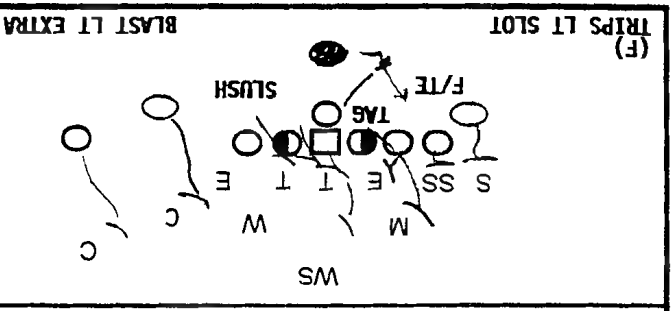
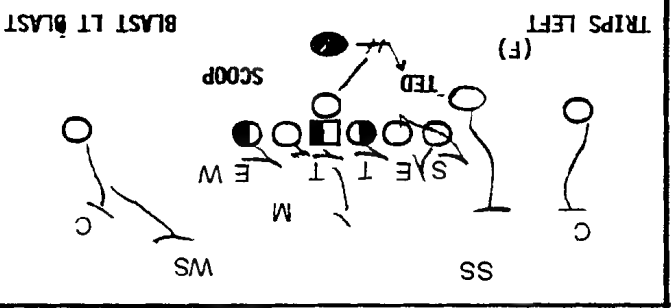
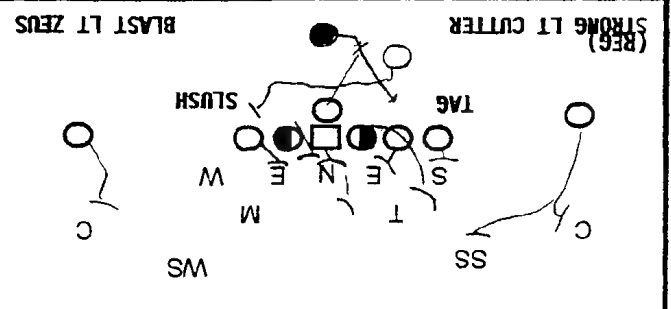
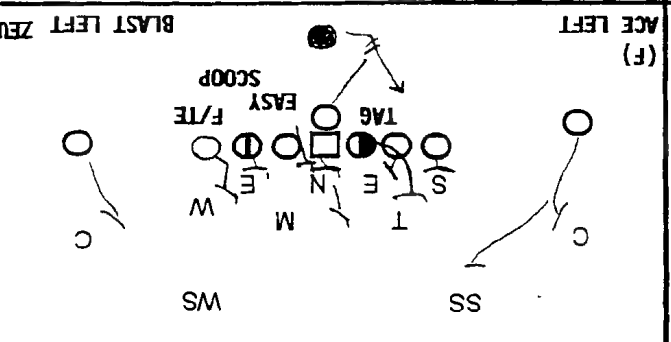
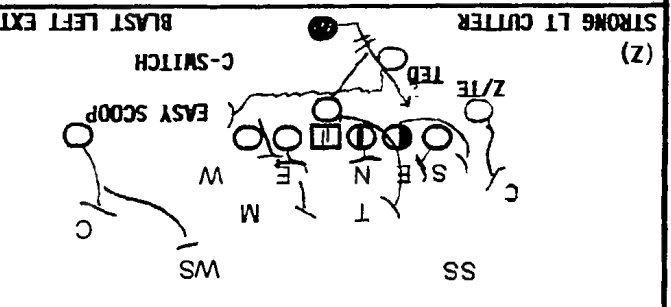
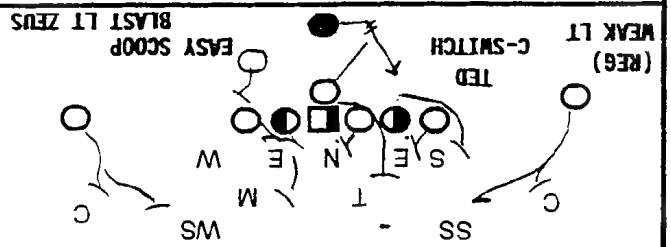
34



Blast	<div data-bbox="1461 1837 1510 1879">25</div>  <div data-bbox="1266 1291 1510 1333">Blast Rt Boss</div> <div data-bbox="211 1291 292 1333">I Rt</div>																						
<div data-bbox="1218 1239 1510 1281">Play Description</div> <p data-bbox="243 1134 1494 1239">Strongside Stretch Action designed to stretch the defense to option runoff the TE area. Our offensive front will use various blocking schemes to get power angles to block overshadowed defensive fronts. This play can used with Regular, H, F and Z personnel.</p>	<table> <tr> <td data-bbox="1356 987 1518 1071">QB</td><td data-bbox="162 987 1356 1071">Open to, hand to ball carrier. Hide action fake.</td></tr> <tr> <td data-bbox="1356 903 1518 987">BB</td><td data-bbox="162 903 1356 987">Boss: Block force Zeus: execute backside seal block.</td></tr> <tr> <td data-bbox="1356 819 1518 903">BC</td><td data-bbox="162 819 1356 903">Take open step. Aim at the inside cheek of the TE's butt. Possible Ted block. Key block of OT on Sam.</td></tr> <tr> <td data-bbox="1356 735 1518 819">OFF-T</td><td data-bbox="162 735 1356 819">Man block #2. Playside gap technique. Easy scoop with the off Guard vs. T bubble.</td></tr> <tr> <td data-bbox="1356 651 1518 735">OFF-G</td><td data-bbox="162 651 1356 735">Man block #1. Playside gap technique. Easy scoop with the Center or off Tackle.</td></tr> <tr> <td data-bbox="1356 567 1518 651">C</td><td data-bbox="162 567 1356 651">Man block #0. Playside gap technique. Easy scoop with the off Guard. Alert "C-Switch" call.</td></tr> <tr> <td data-bbox="1356 483 1518 567">ON-G</td><td data-bbox="162 483 1356 567">Man block #1. Easy Slip. Alert "C-Switch" Centers call. Possible Tag call-Guards call.</td></tr> <tr> <td data-bbox="1356 399 1518 483">ON-T</td><td data-bbox="162 399 1356 483">Alert 'Ted' call. Possible 'Tag' call-Guards call.</td></tr> <tr> <td data-bbox="1356 315 1518 399">Y</td><td data-bbox="162 315 1356 399">Alert 'Ted' call. Possible 'Tag' call.</td></tr> <tr> <td data-bbox="1356 231 1518 315">Z</td><td data-bbox="162 231 1356 315">Boss: block second force. Zeus: Block first force. Slot Formation block man over.</td></tr> <tr> <td data-bbox="1356 147 1518 231">X</td><td data-bbox="162 147 1356 231">Block middle one-third.</td></tr> </table>	QB	Open to, hand to ball carrier. Hide action fake.	BB	Boss: Block force Zeus: execute backside seal block.	BC	Take open step. Aim at the inside cheek of the TE's butt. Possible Ted block. Key block of OT on Sam.	OFF-T	Man block #2. Playside gap technique. Easy scoop with the off Guard vs. T bubble.	OFF-G	Man block #1. Playside gap technique. Easy scoop with the Center or off Tackle.	C	Man block #0. Playside gap technique. Easy scoop with the off Guard. Alert "C-Switch" call.	ON-G	Man block #1. Easy Slip. Alert "C-Switch" Centers call. Possible Tag call-Guards call.	ON-T	Alert 'Ted' call. Possible 'Tag' call-Guards call.	Y	Alert 'Ted' call. Possible 'Tag' call.	Z	Boss: block second force. Zeus: Block first force. Slot Formation block man over.	X	Block middle one-third.
QB	Open to, hand to ball carrier. Hide action fake.																						
BB	Boss: Block force Zeus: execute backside seal block.																						
BC	Take open step. Aim at the inside cheek of the TE's butt. Possible Ted block. Key block of OT on Sam.																						
OFF-T	Man block #2. Playside gap technique. Easy scoop with the off Guard vs. T bubble.																						
OFF-G	Man block #1. Playside gap technique. Easy scoop with the Center or off Tackle.																						
C	Man block #0. Playside gap technique. Easy scoop with the off Guard. Alert "C-Switch" call.																						
ON-G	Man block #1. Easy Slip. Alert "C-Switch" Centers call. Possible Tag call-Guards call.																						
ON-T	Alert 'Ted' call. Possible 'Tag' call-Guards call.																						
Y	Alert 'Ted' call. Possible 'Tag' call.																						
Z	Boss: block second force. Zeus: Block first force. Slot Formation block man over.																						
X	Block middle one-third.																						

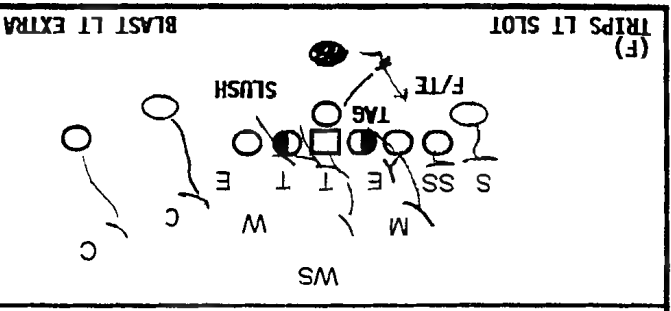
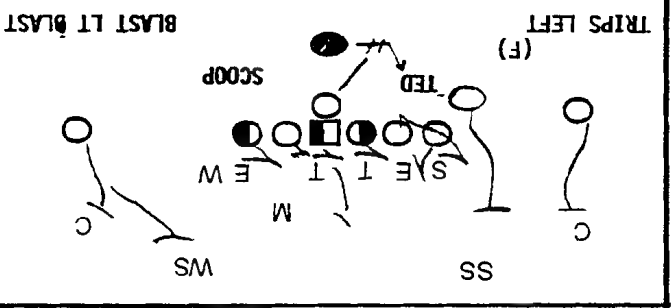
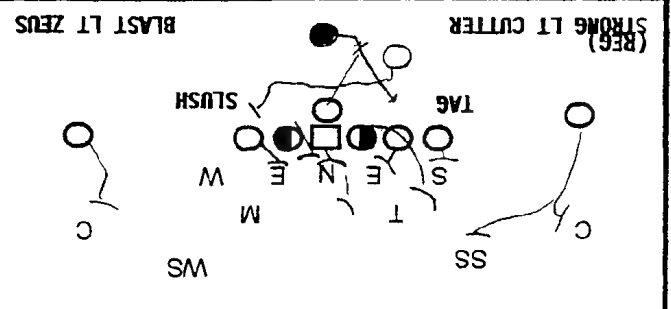
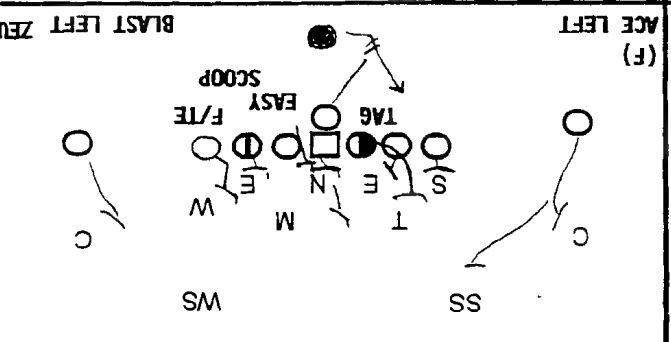
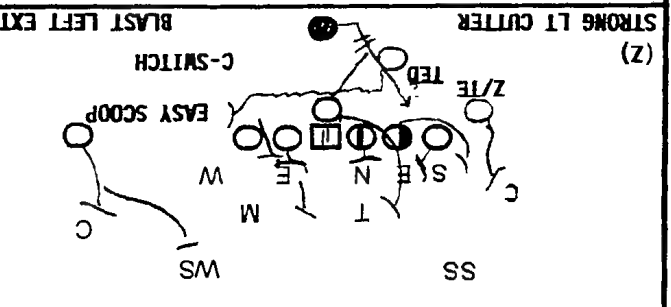
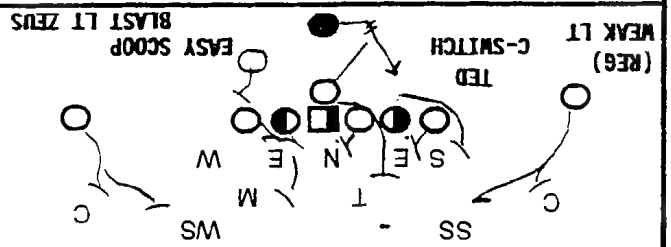
35

25



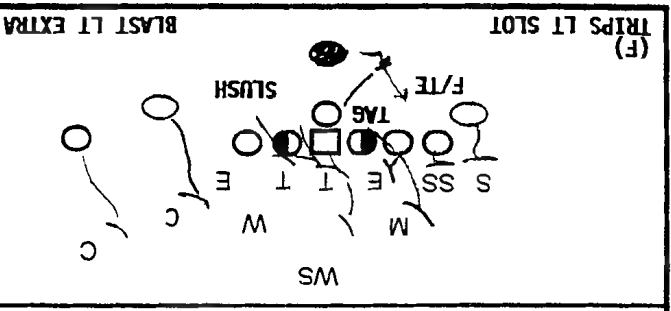
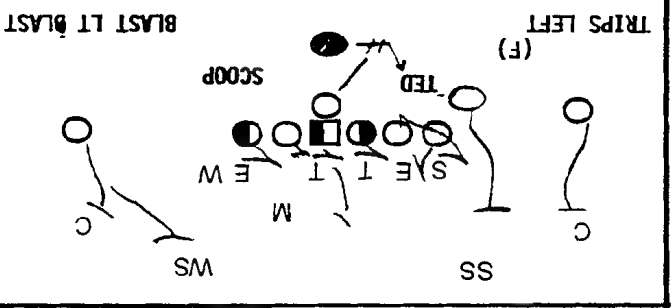
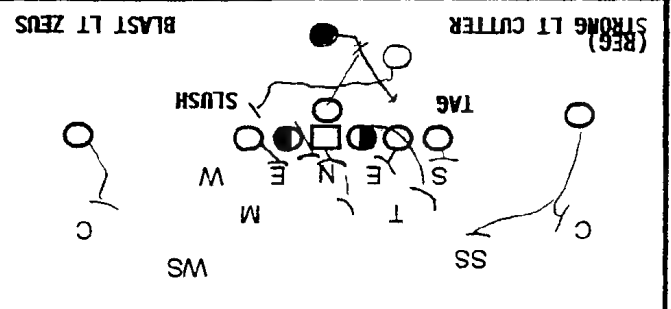
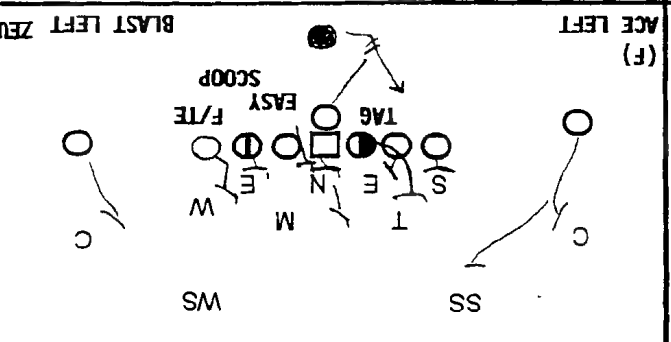
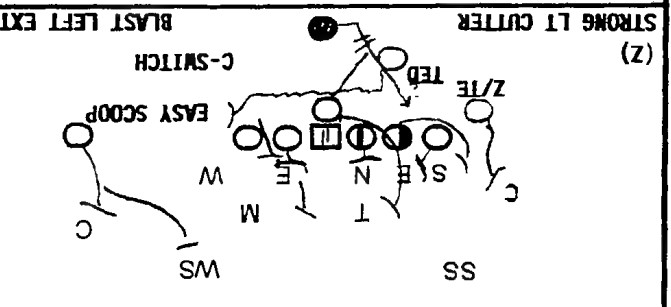
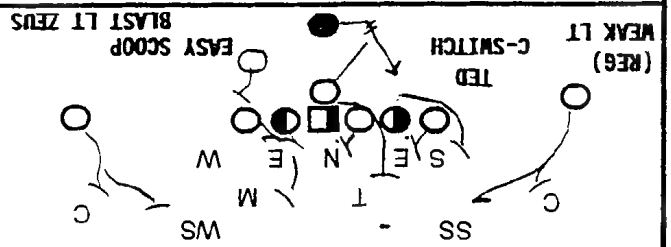
38

45



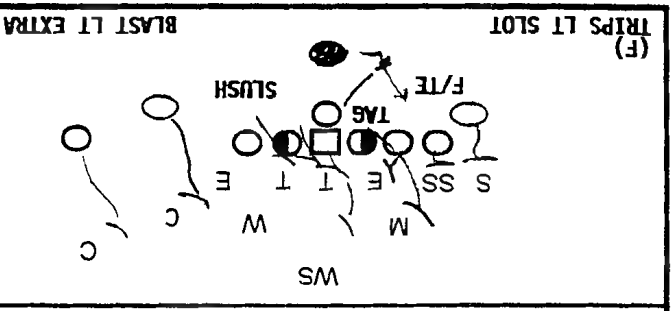
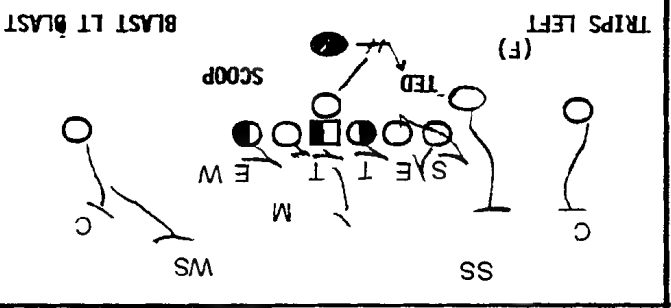
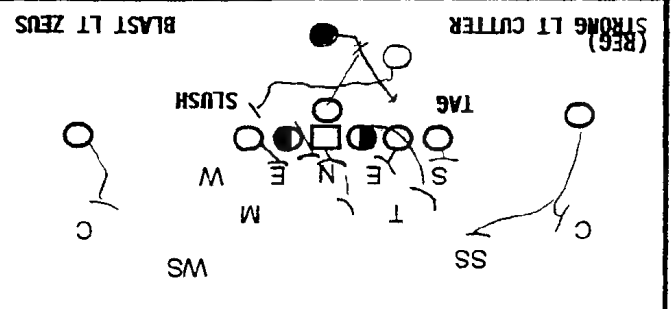
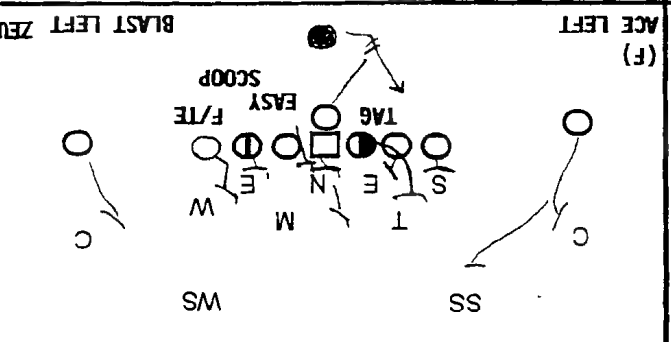
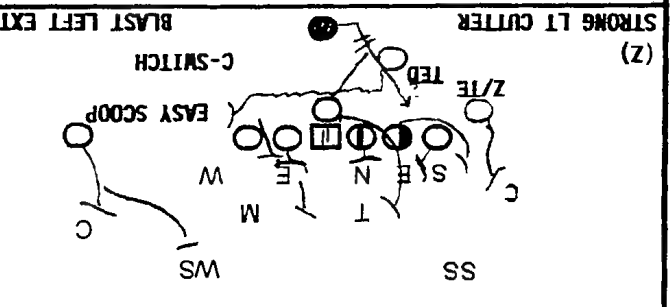
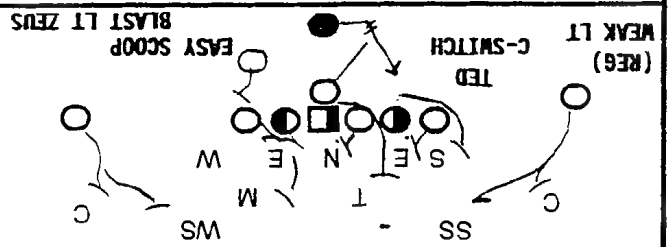
38

45



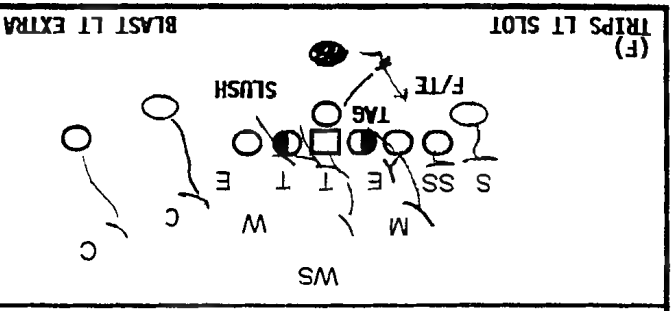
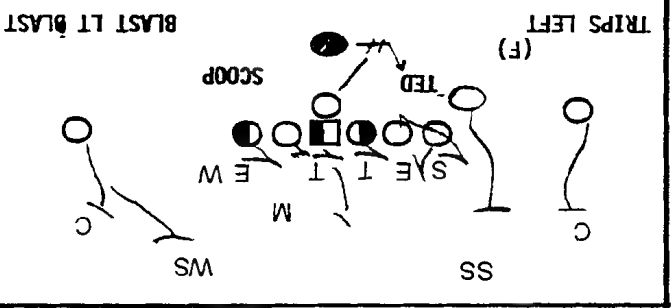
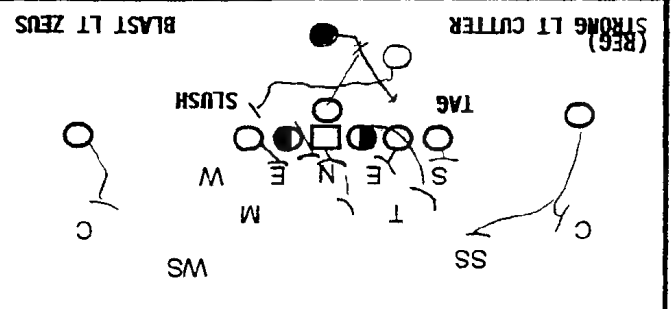
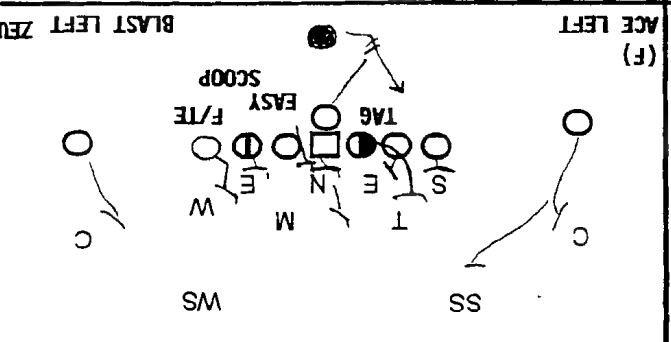
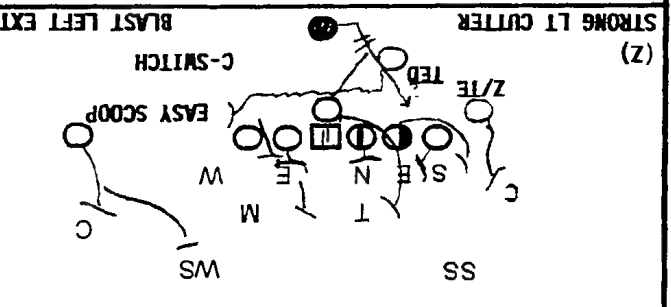
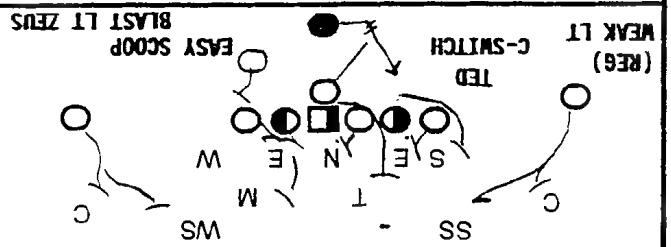
38

45



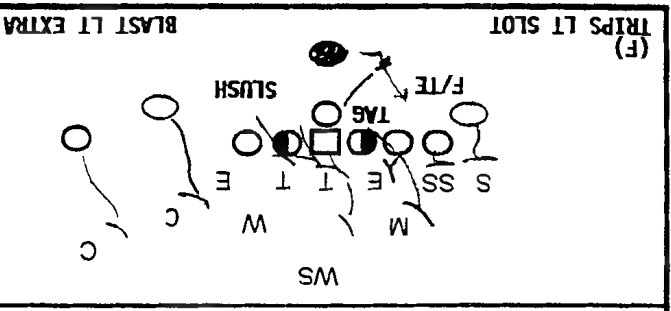
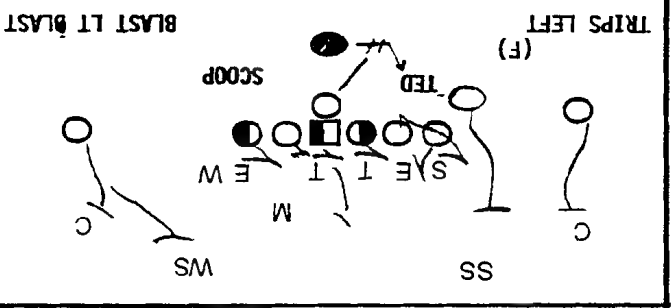
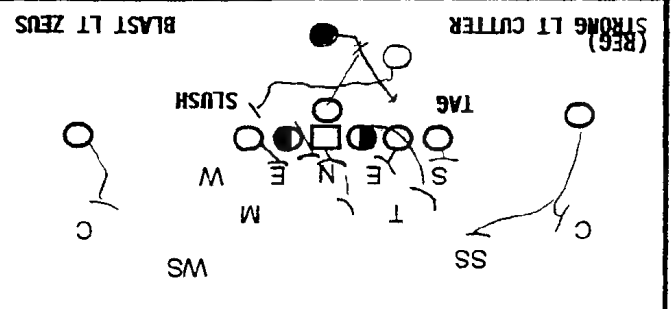
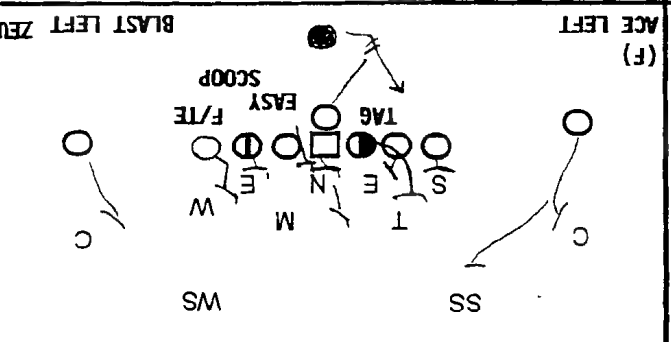
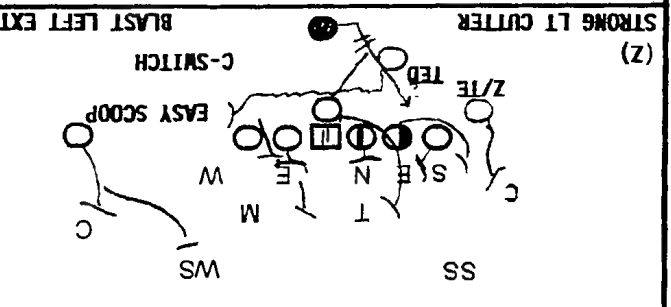
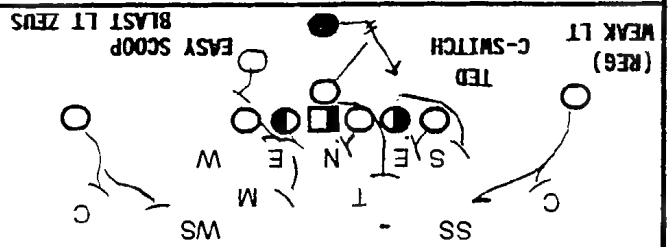
38

45



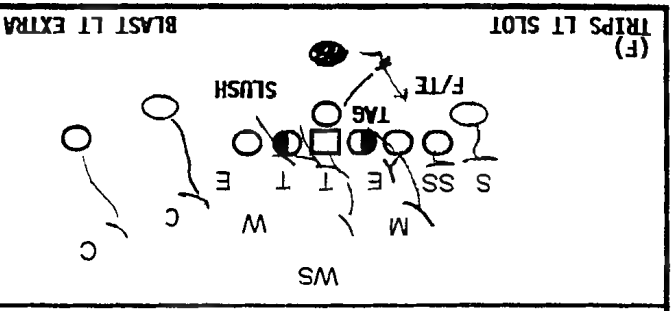
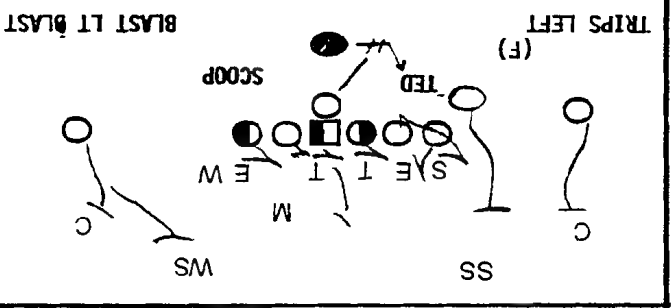
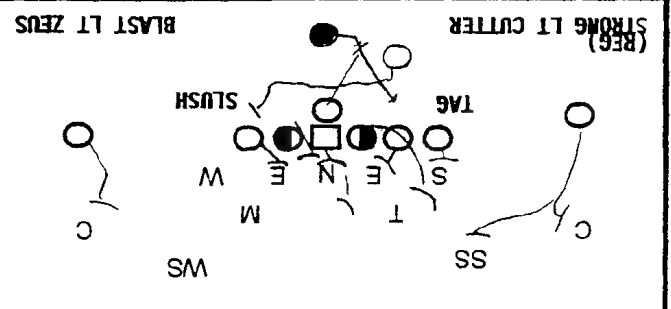
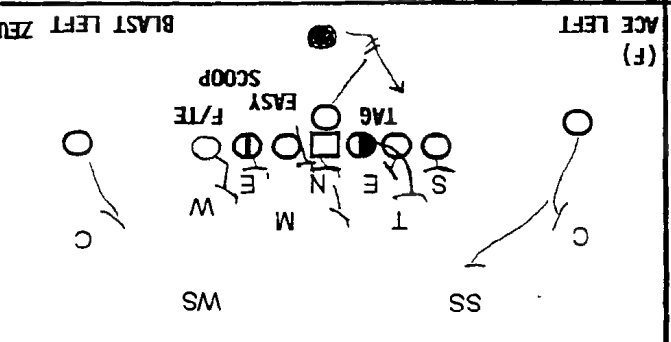
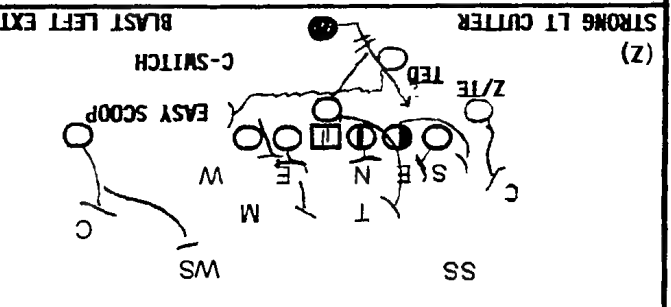
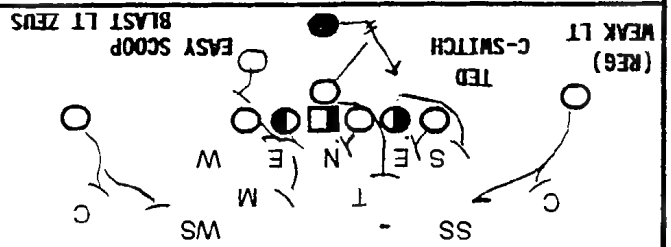
38

45



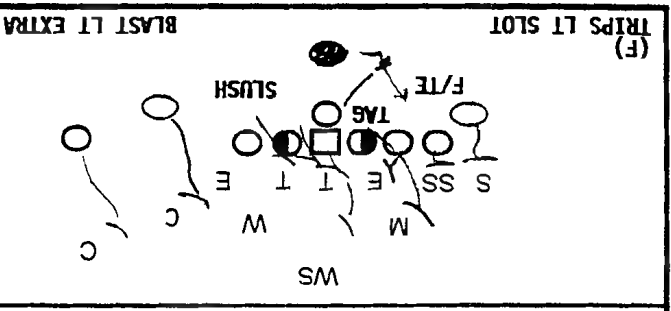
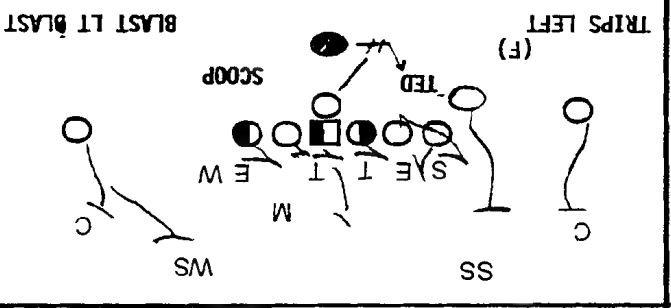
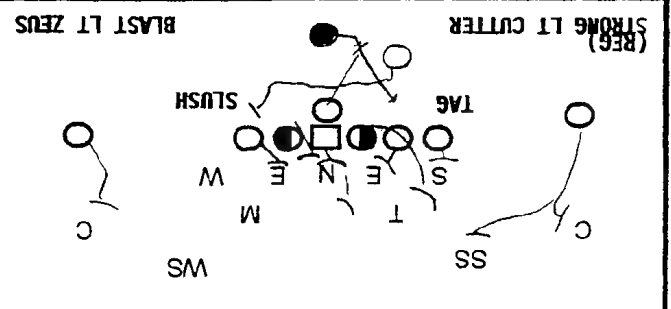
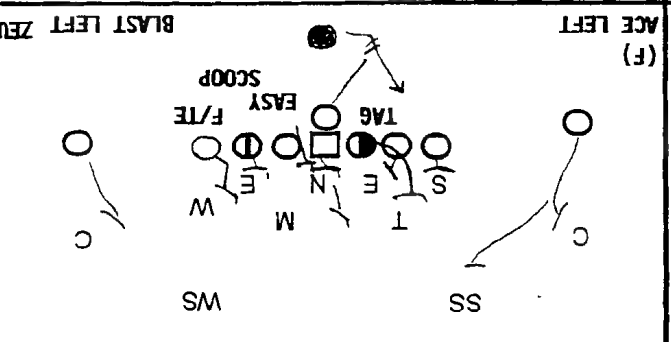
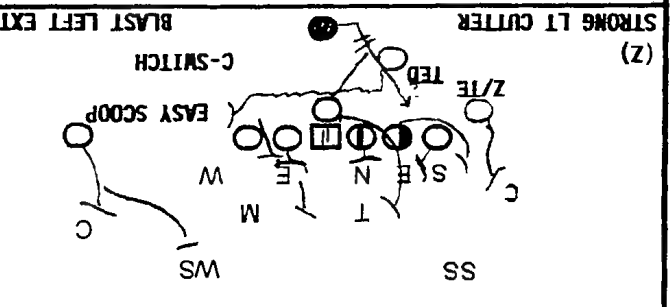
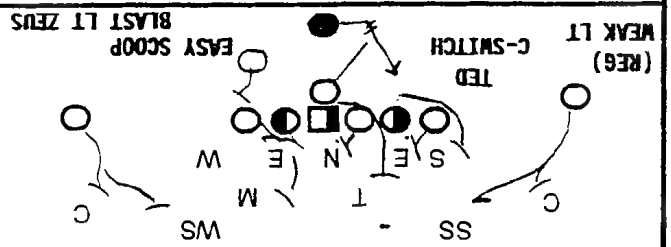
38

45



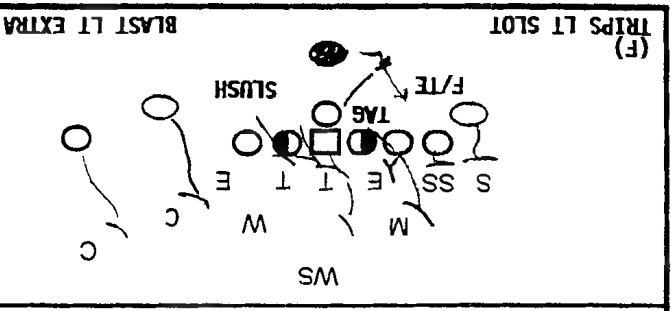
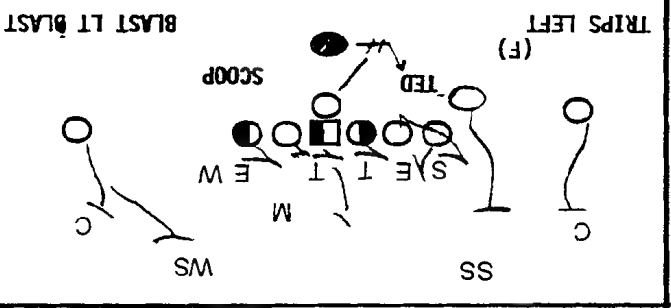
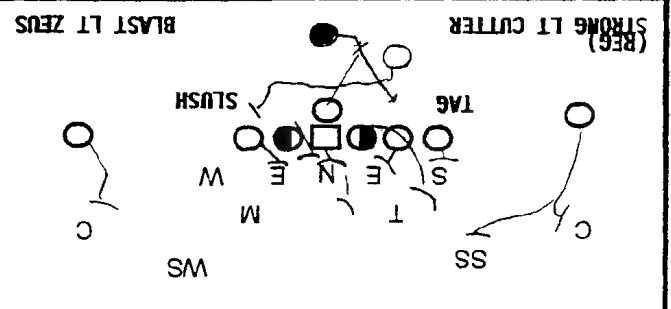
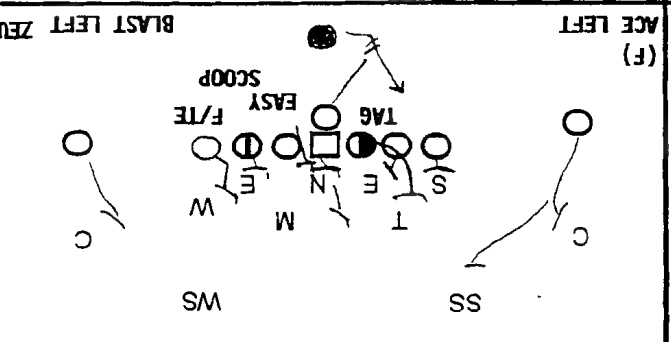
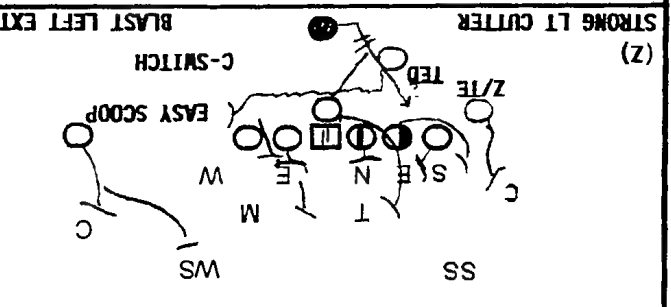
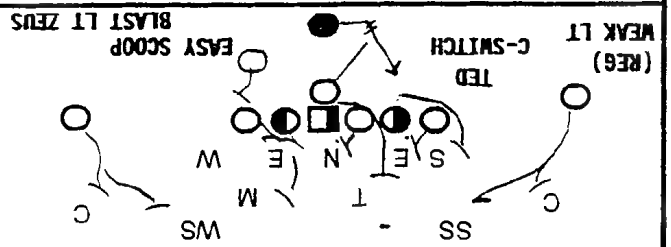
38

45



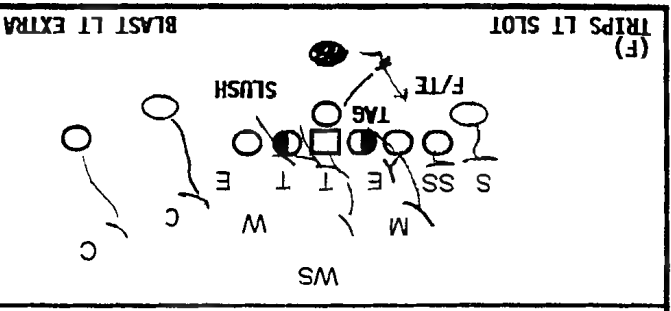
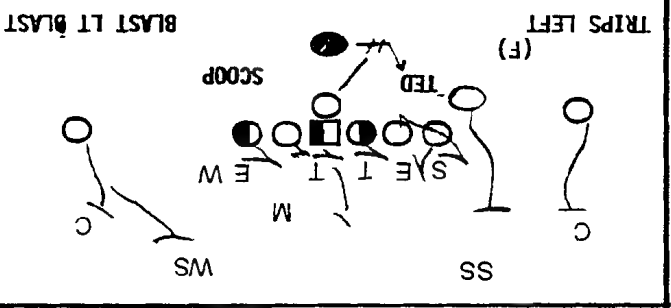
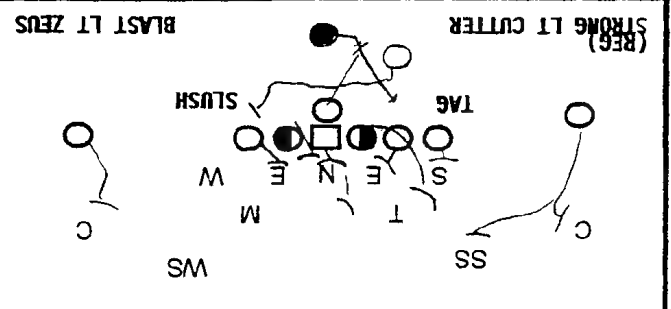
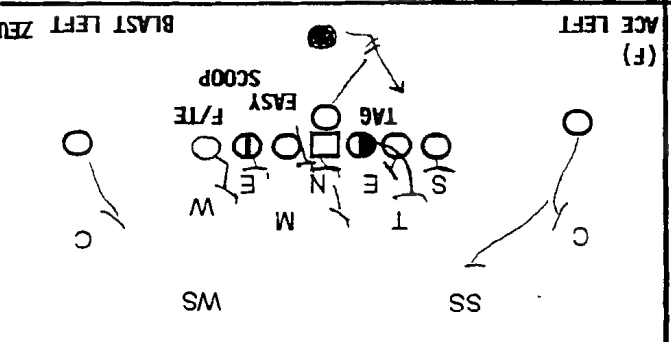
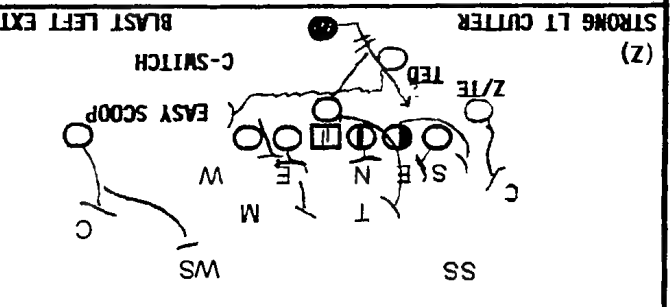
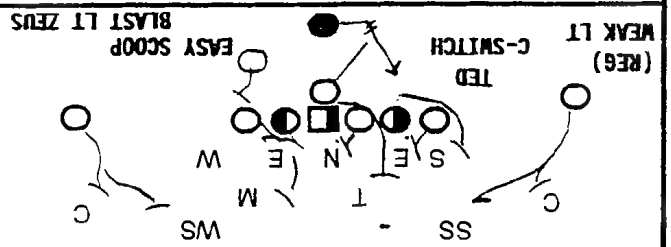
38

45



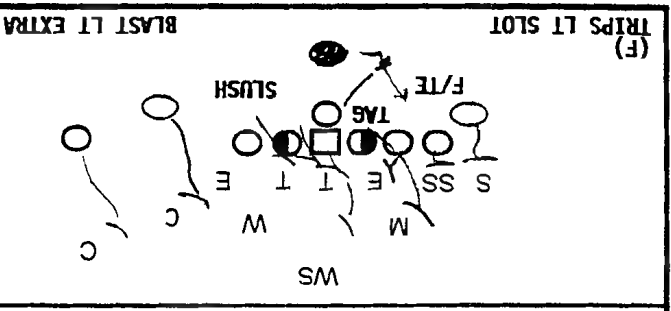
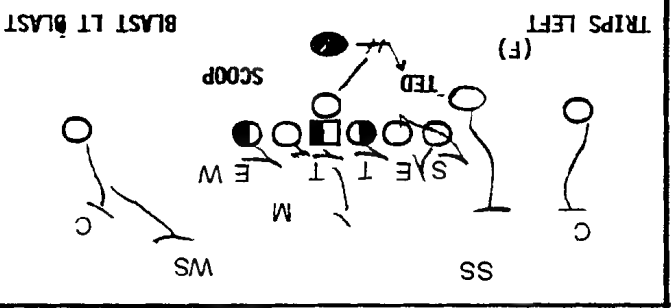
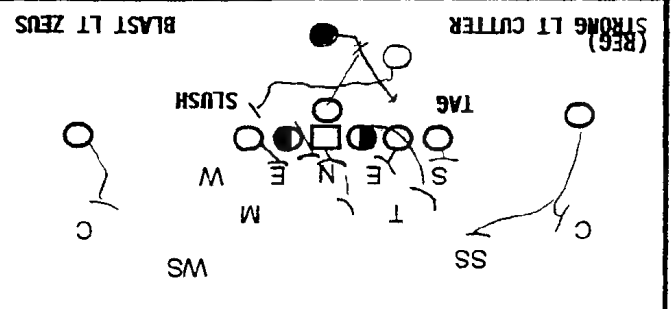
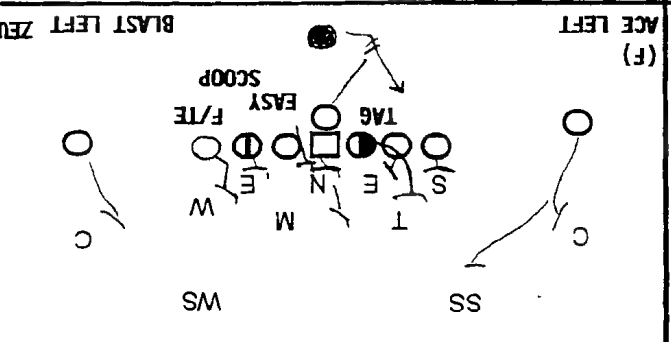
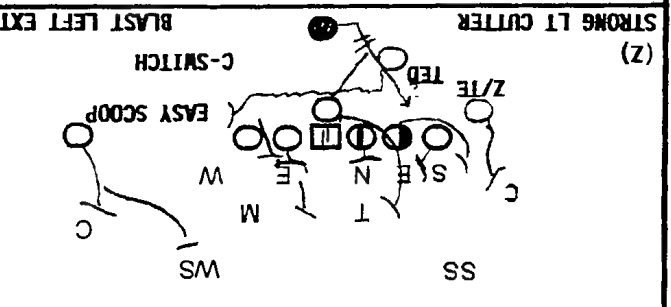
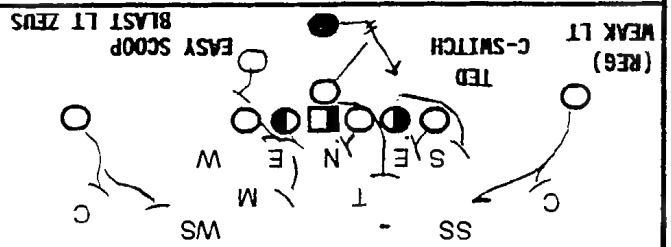
38

45



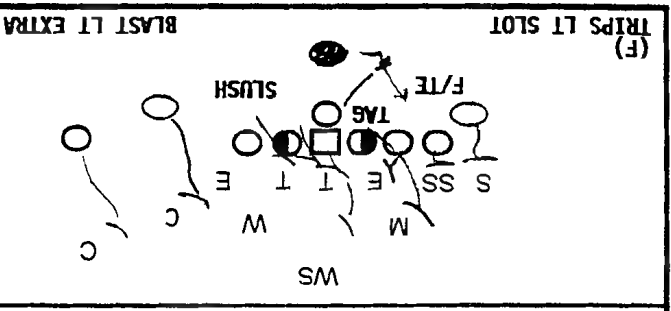
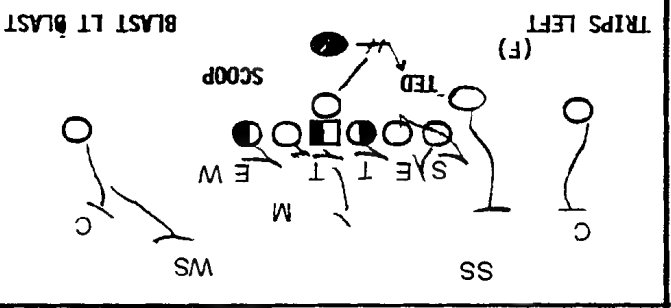
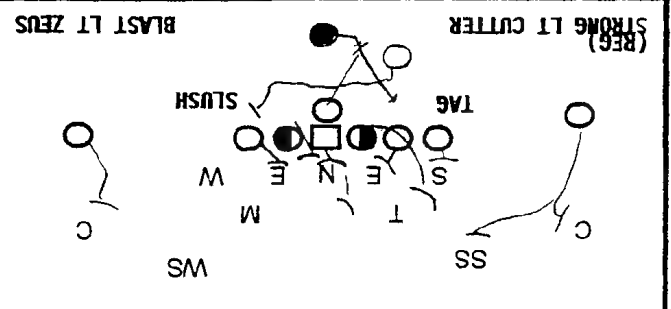
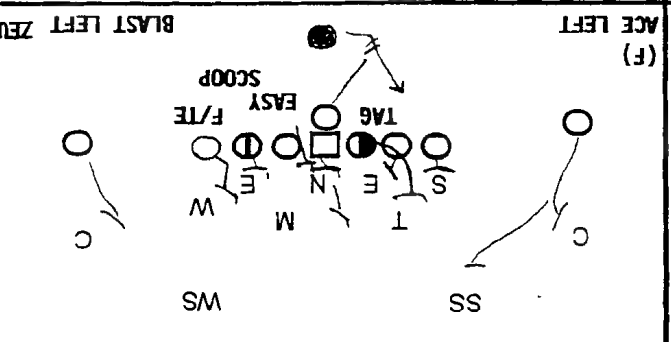
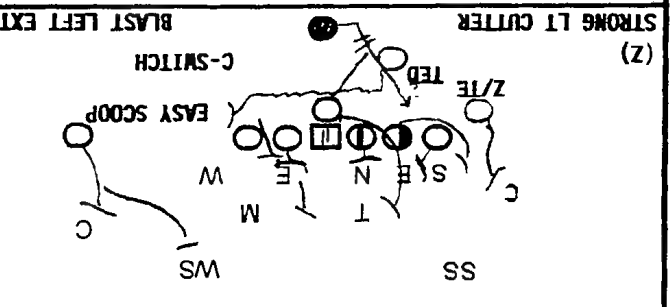
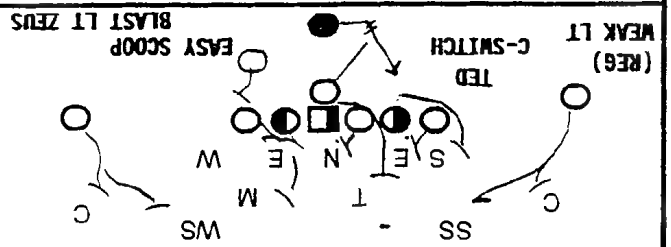
38

45



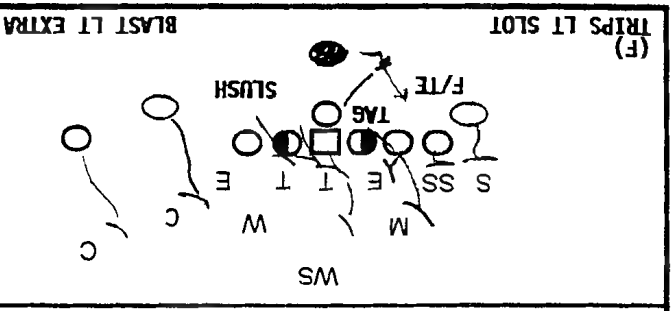
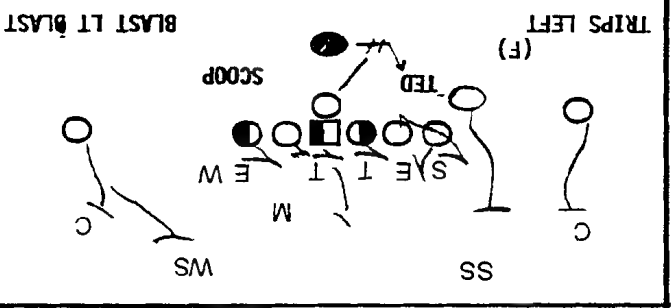
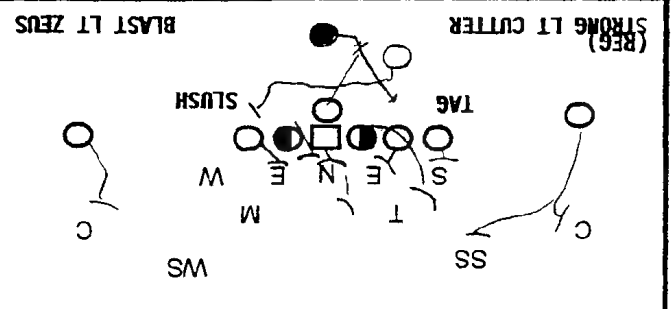
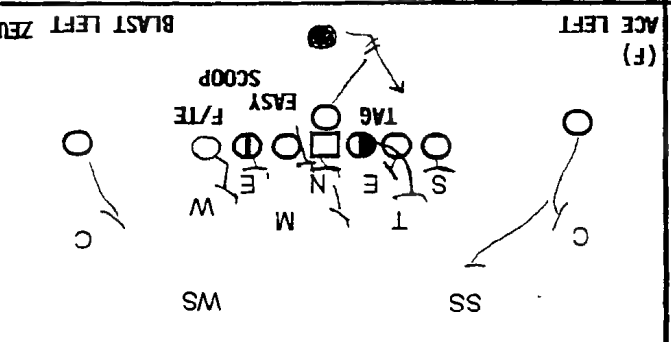
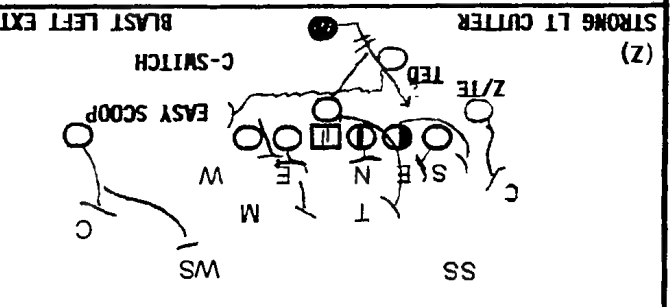
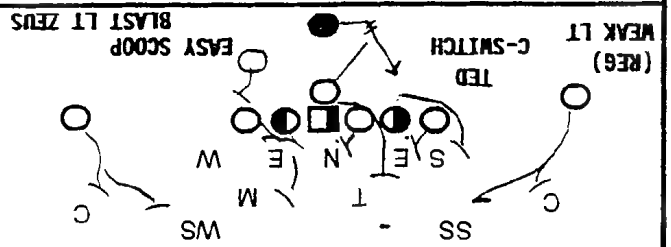
38

45



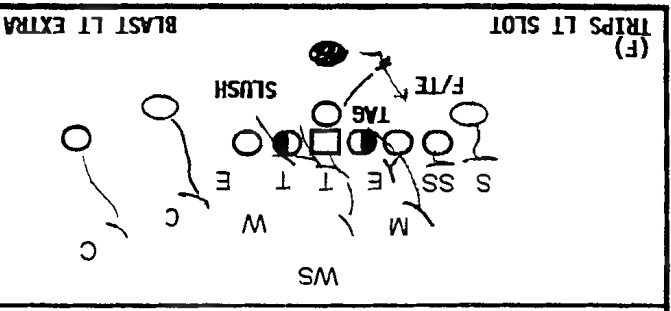
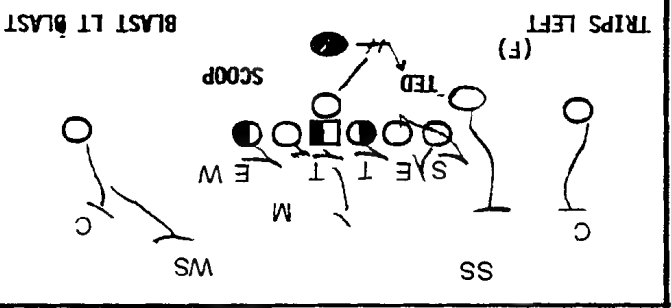
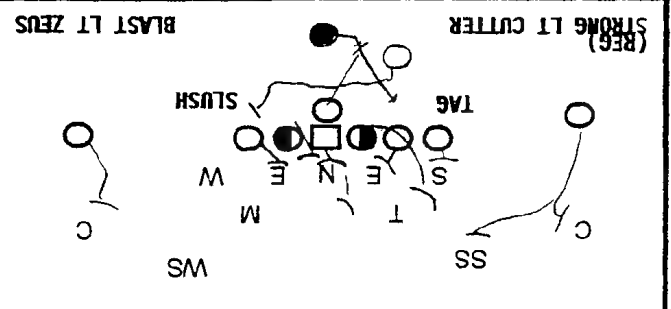
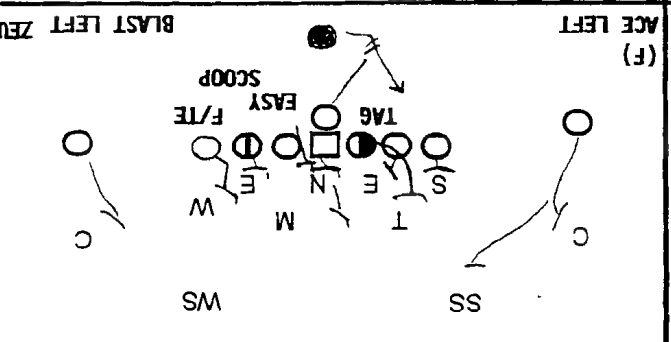
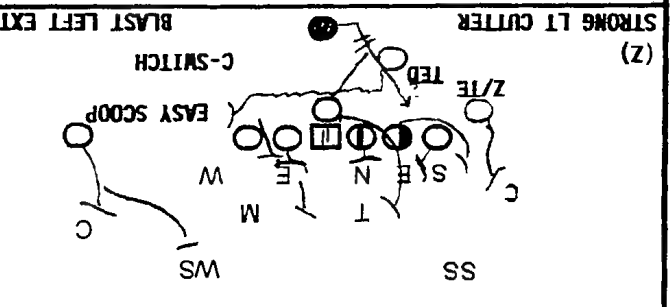
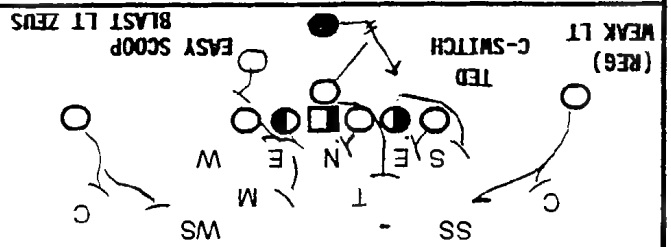
38

45



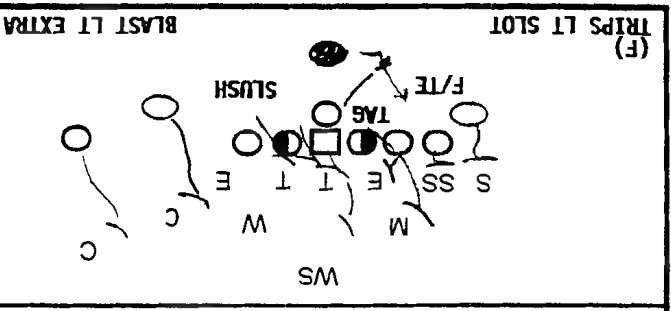
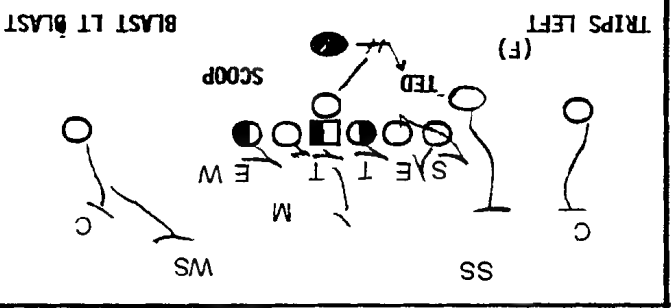
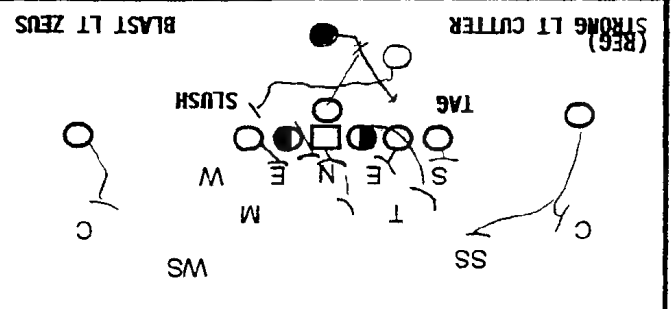
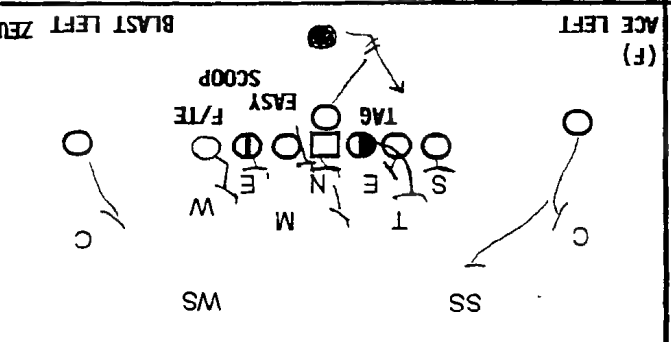
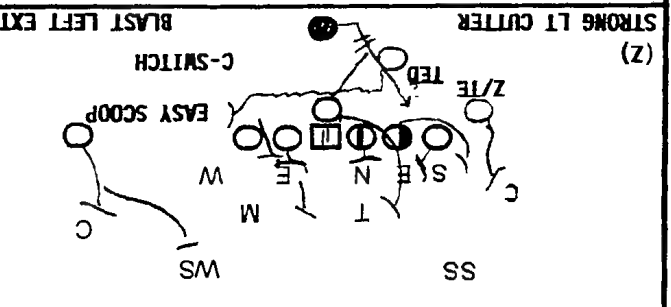
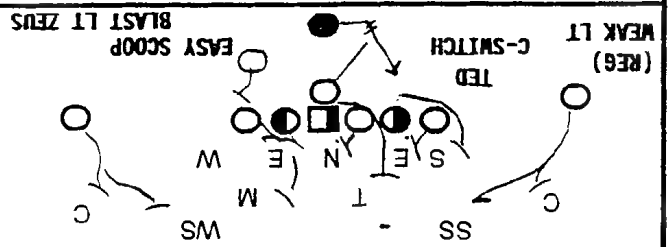
38

45



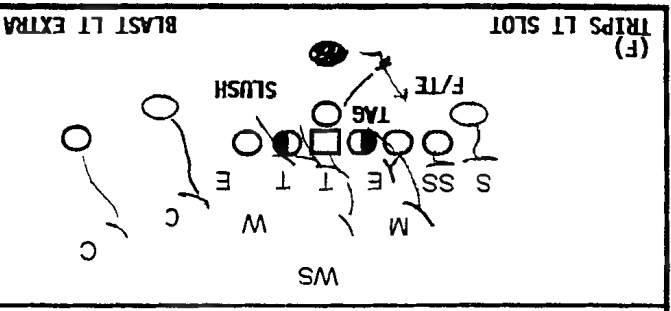
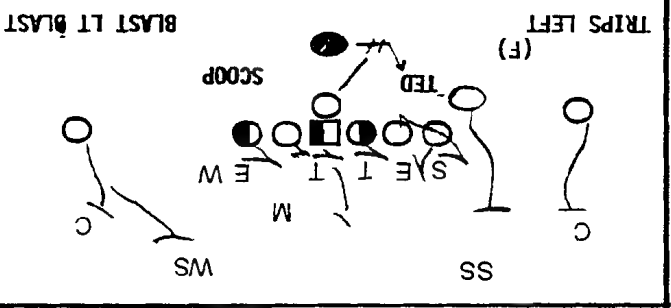
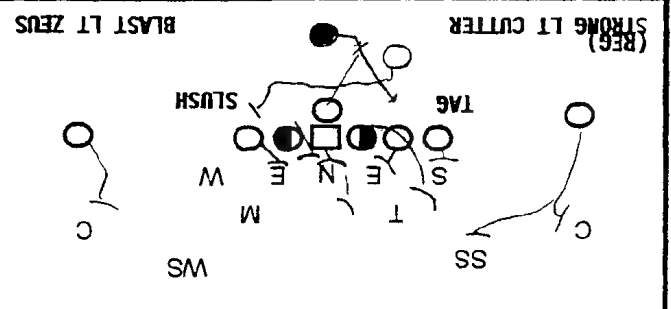
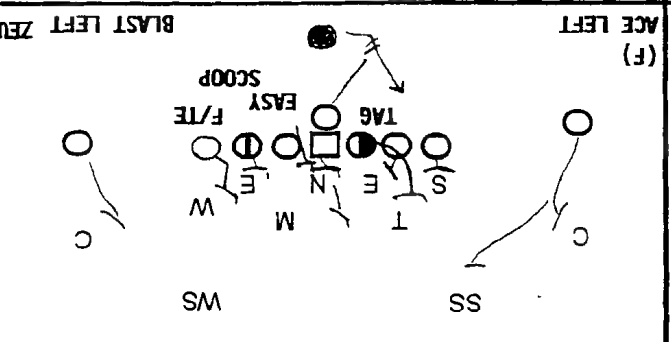
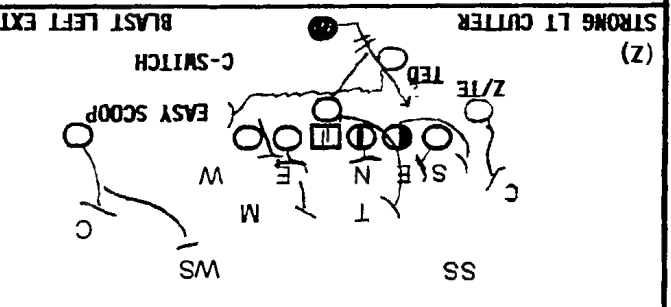
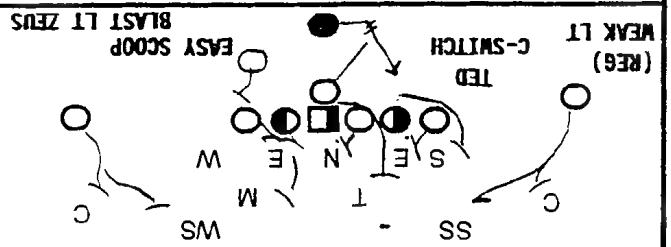
38

45



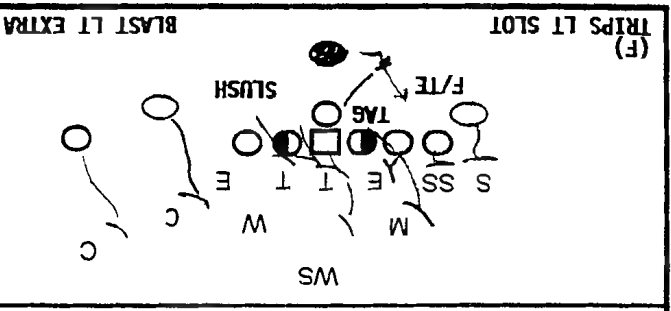
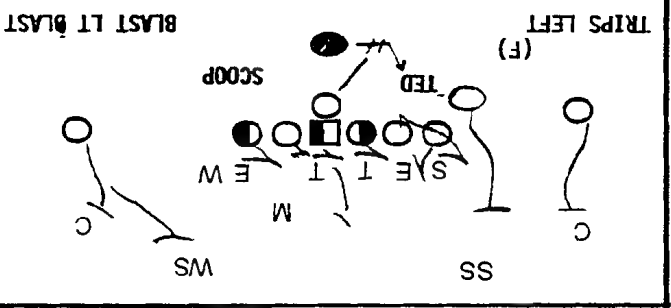
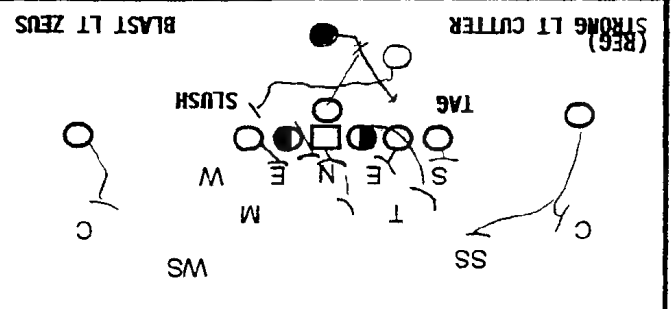
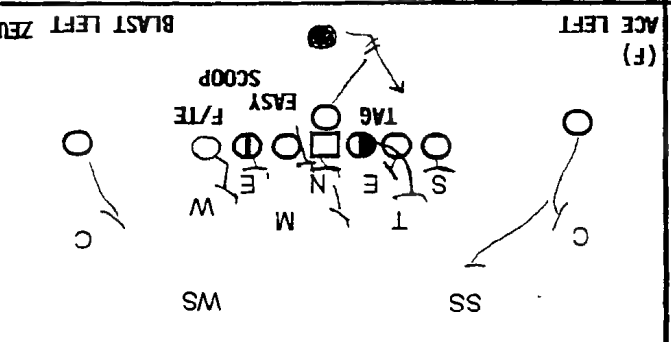
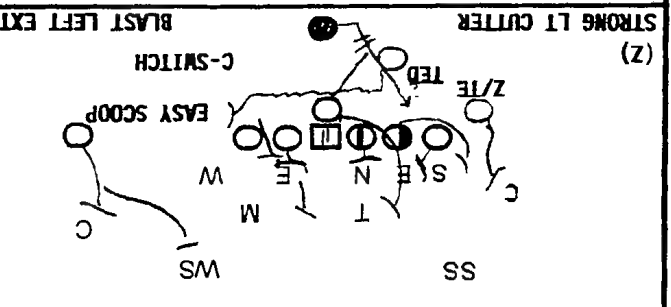
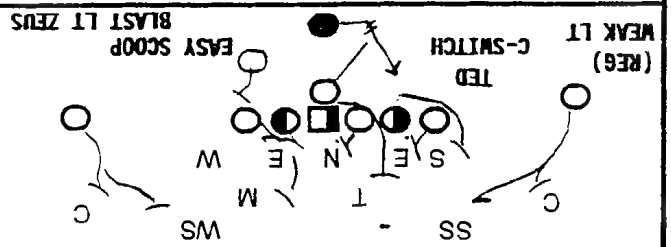
38

45



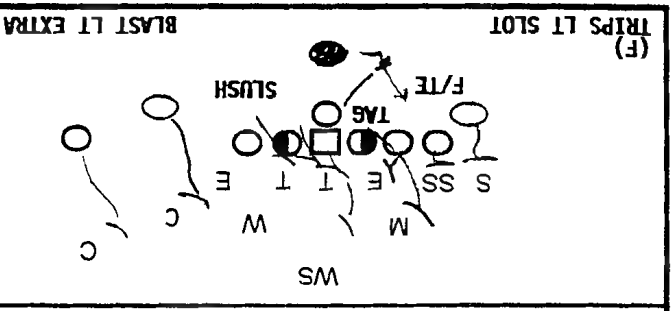
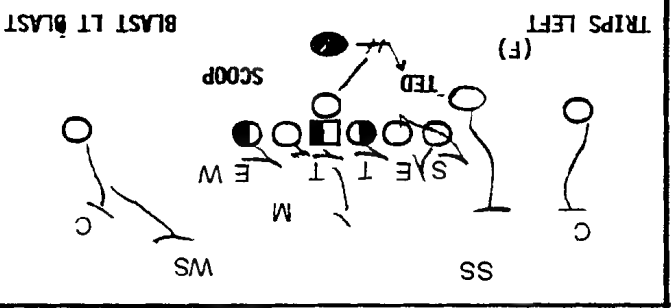
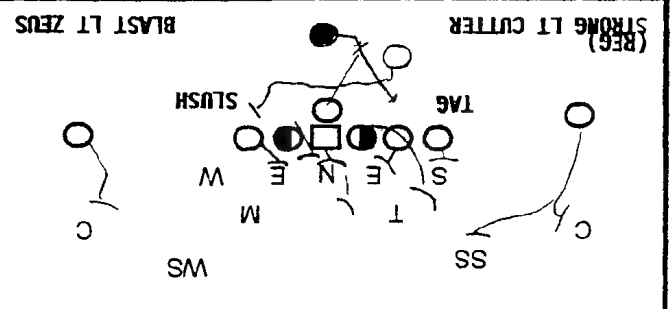
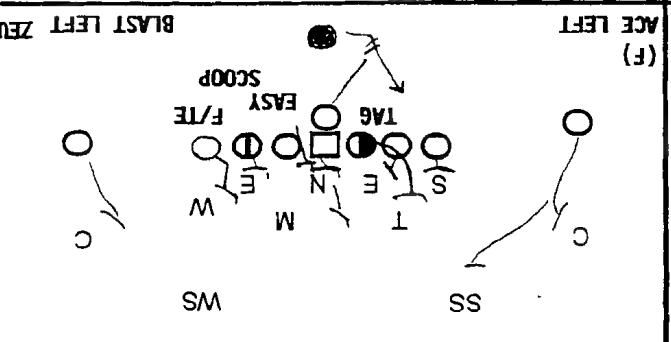
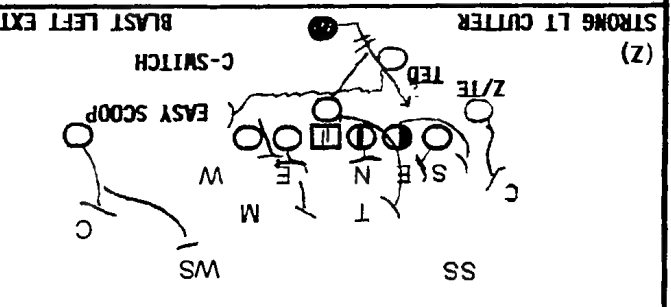
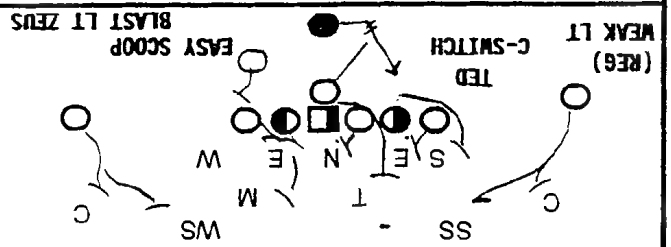
38

45



38

45

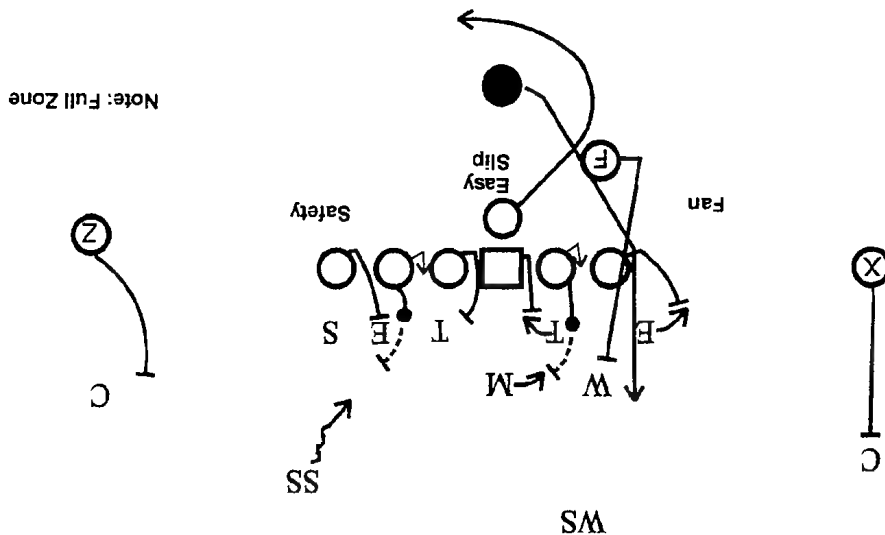


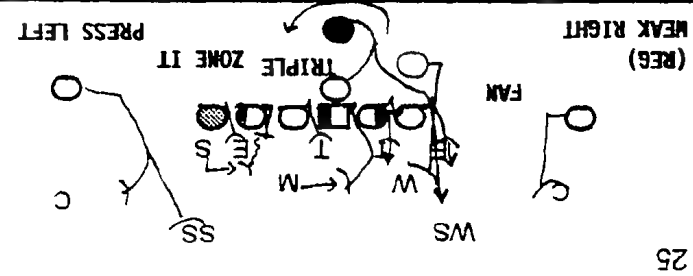
QB	Open to give the ball carrier as deep as possible. Hide action fake.
BB	MONGO: Man block #3. Aiming point is outside number. LESTER or RALPH: '5' look, weak reduction block Will Liber. Read On T to On G Block
BC	Open step, read block on EMOL. If end man widens, cut upfield not back. Feel the '5' or '3' Technique.
OFF-T	Man block #2. Easy Scoop Technique. Alert Zone-It or "Safety" call.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut on Nose Tackle.
C	Man block #0. Easy Slip Technique. Alert Full Gap. (Alert Triple).
ON-G	Man block #1. Drive Technique, outside breast. Easy! Slip.
ON-T	Man block #2. Drive Technique, outside breast. '5' look, weak reduction make FAN call. Drive for outside number.
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over.
X	Block first force. Slot formation block man over.

Weakside Stretch with two(2) backs in the backfield. "Press" -  
Onside Tackle will call the blocking scheme at the LOS.  
MONGO: Man blocking FULL ZONE BLOCKING PRINCIPLES.  
FAN: Fan blocking vs. A '5' look or weak reduction.

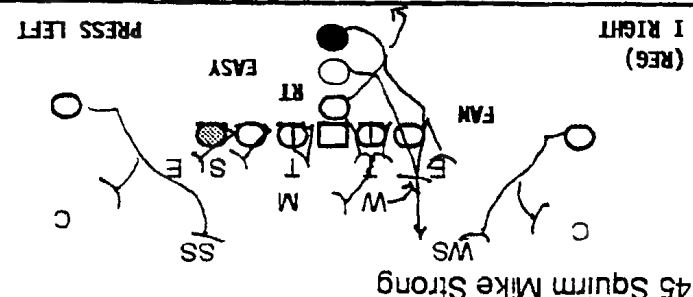
### Play Description:

**Press Left (Reg)**



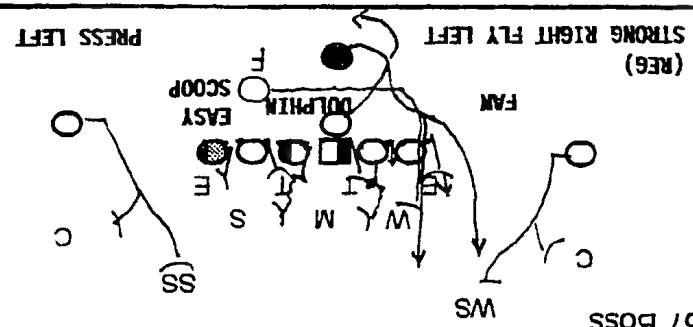


25



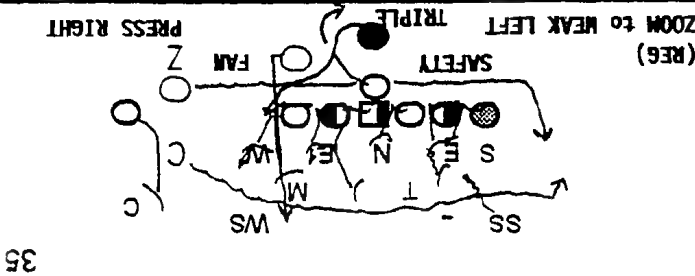
(REG)  
I RIGHT

57 Boss



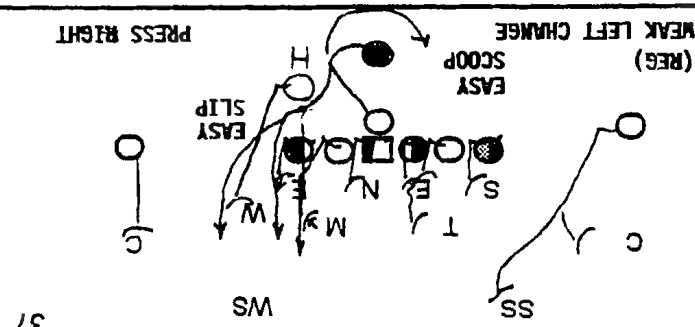
(REG)  
STRONG RIGHT FLY LEFT

37



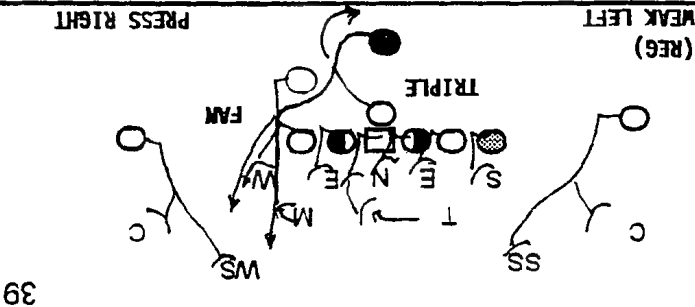
(REG)  
WEAK LEFT

53 Joker



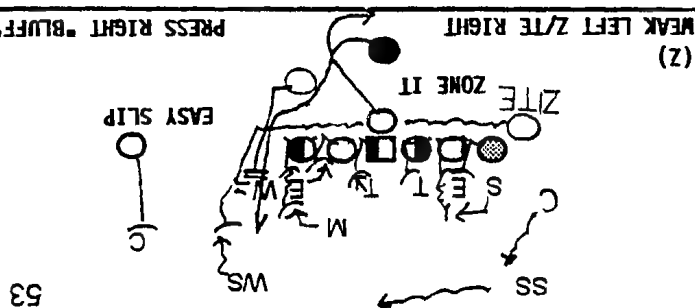
(REG)  
PRESS RIGHT

39



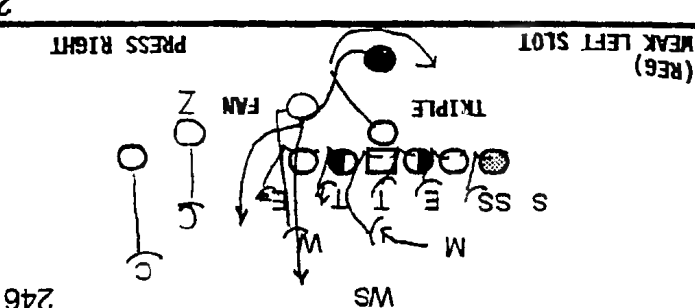
(REG)  
PRESS RIGHT

246



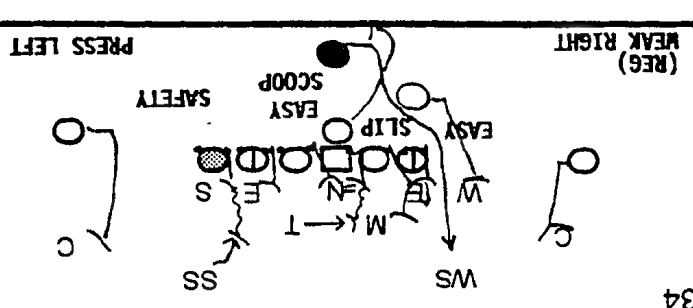
(Z)  
PRESS RIGHT

34



(REG)  
WEAK LEFT

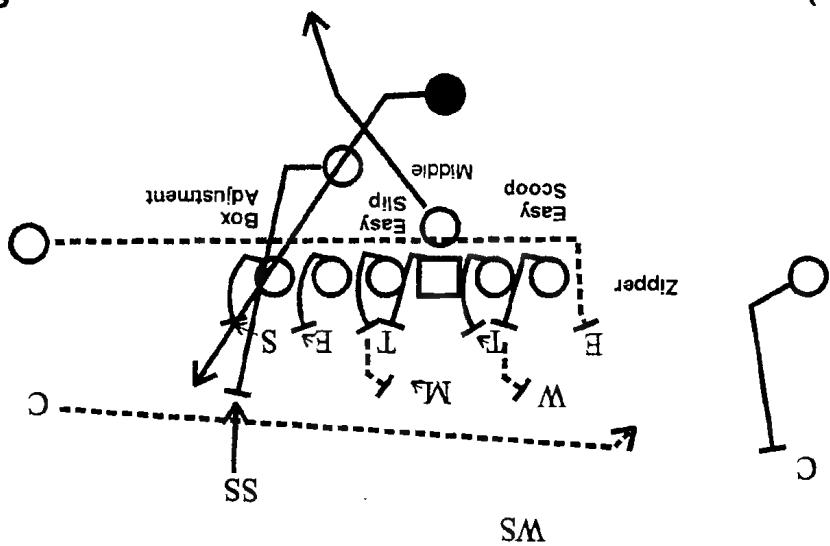
22



(REG)  
PRESS RIGHT

34





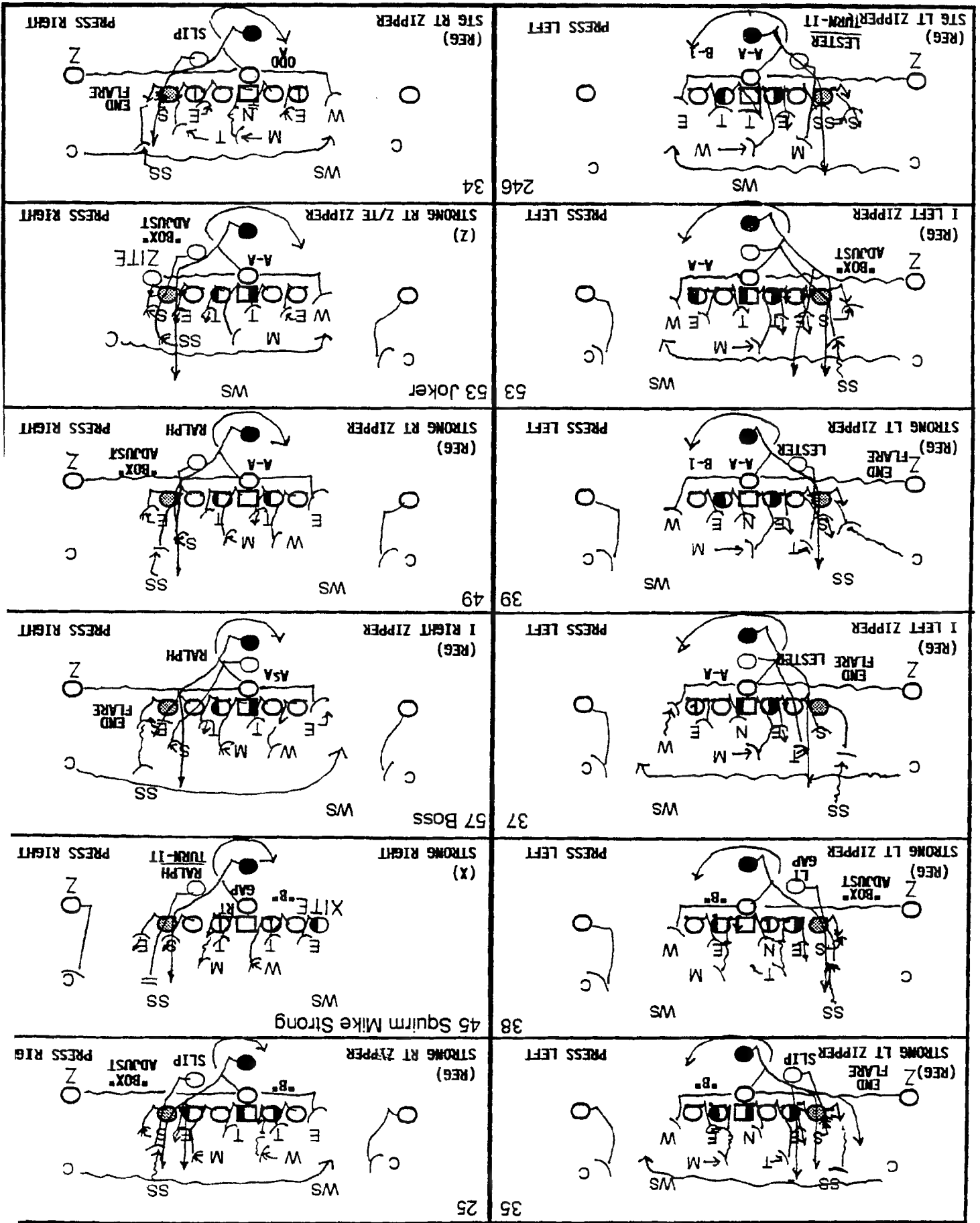
**Press Rt (Reg)**

## Strong Rt Zipper

### Play Description

Strongside Stretch with two(2) backs in the backfield. "Press" outside Tackle will call the blocking scheme at the LOS.  
MONGO: Man blocking, FULL ZONE BLOCKING PRINCIPLES.  
FAN: blocking vs. "7" look or strong reduction.  
Note: Blocking back and TE, Alert for Box adjustment. QB will need Zipper motion with this play.

QB	Open to, give to ball carrier as deep as possible. Hide action fake.
BB	MONGO: Man block #3. If latches on to TE, box adjust to S/S. FAN vs. A "7" look, strong reduction block Sam Liber.
BC	Open Step, read block on EMOL. If end man widens, cut upfield not back.
OFF-T	Man block #2. Easy Scoop technique.
OFF-G	Man block #1. Easy Scoop technique. Possible cut.
C	Man block #0. Easy Slip technique. Alert COP vs a Triple look.
ON-G	Man block #1. Drive technique, outside breast. Alert Full Slip.
ON-T	Man block #2. Drive technique outside breast. "7" look, strong reduction make FAN call. Drive for outside number (Drop Zone step). Execute box adjustment off of #3. Drop Zone step for outside number. If #3 widens lock on, DO NOT AVOID. If #3 does not widen continue on your end flare course to block the S/S (strong support)
Y	Zipper motion, must seal EMOL.
Z	Block middle one third.



# Counters Powers

<u>ITEM</u>	<u>PAGE</u>
Counter	1-2
Counter Switch	3-4
Counter Load	5-6
Counter Loose	7-8
Power	9-11
Power Loose	12-13

# Counter Rt-Lt (Strongside)

## Counter Rt (Reg) Weak Right

**Play Description:**  
This play is designed to misdirect the defense thru the blocking scheme and backfield action. The action by the ball carrier will misdirect the defense enough to give our offensive front excellent blocking angles. This play can be run from Regular, H or F personnel.

QB	Open away, hand ball to ball carrier. Fake boot.
BB	Seal the area outside the Off Tackles alignment
BC	Stutter step, key lead blocker for a possible log or trap on EMOL.
OFF-T	Pull to playside. Key the pulling Guard and block the 1st Lber inside. Alert to a "Lock-It" call. Adjust blocking on the move..
OFF-G	Pull to playside. Trap or log EMOL. Alert to "Lock-It" call. Adjust blocking on the move.
C	Block backside. Alert Dallas vs Triple looks.
ON-G	Block first man inside on or off LOS. Alert Deuce up to backside Lber.
ON-T	Block first man inside on or off LOS. Alert Deuce, Trey, Down-It or Dallas calls.
Y	Trey block with on tackle to backside LB. Alert for Down-It call. block end by yourself. Vs "T" bubble - inside release to Mike. If 7 technique make "Lock-It 7" call.
Z	Block first force.
X	Block middle one third.

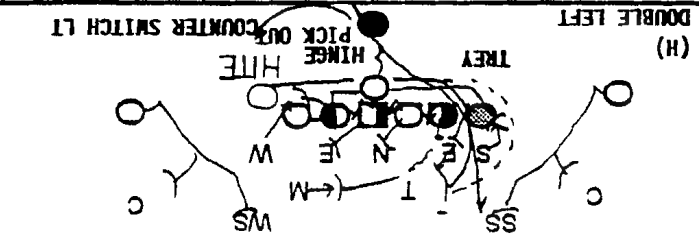
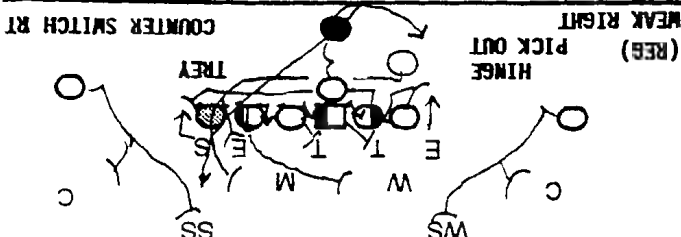
<p>34</p> <p>(REG) WEAK RT</p> <p>COUNTER RT</p>	<p>246</p> <p>WS</p> <p>COUNTER LT</p>
<p>53</p> <p>(REG) DOUBLE RT</p> <p>COUNTER RT</p>	<p>53</p> <p>(F) WEAK LT F/TE RT</p> <p>COUNTER LT</p>
<p>49</p> <p>(F) DOUBLE RT</p> <p>COUNTER RT</p>	<p>39</p> <p>(REG) WEAK LT</p> <p>COUNTER LT</p>
<p>57</p> <p>(REG) I RT</p> <p>COUNTER RT</p>	<p>37</p> <p>(REG) I LT</p> <p>COUNTER LT</p>
<p>45</p> <p>(REG) I RT</p> <p>COUNTER RT</p>	<p>38</p> <p>(REG) STRONG LT CUTTER</p> <p>COUNTER LT</p>
<p>25</p> <p>(REG) TRIPS RT FLY LT</p> <p>COUNTER RT</p>	<p>35</p> <p>(REG) WEAK LT</p> <p>COUNTER LT</p>

QB - DO NOT RUN UNLESS GATE PLANNED!



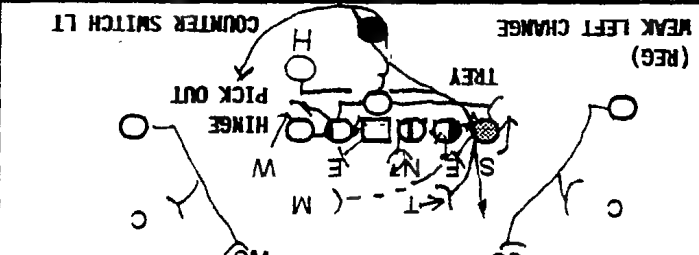
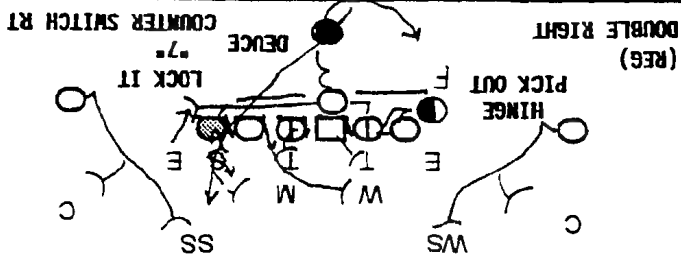
25

35



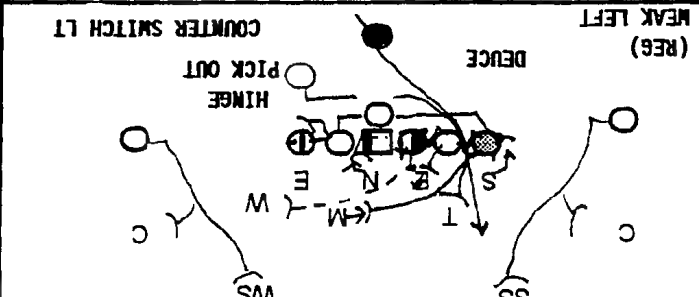
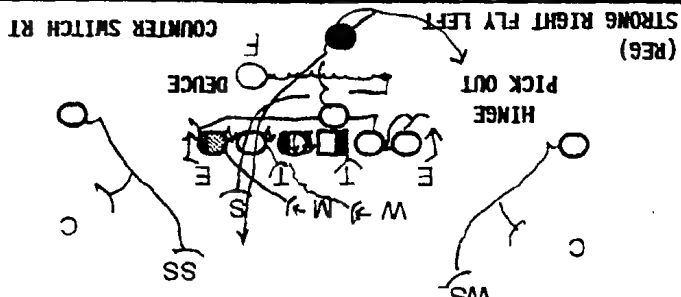
45 Squirm Mike Strong

38



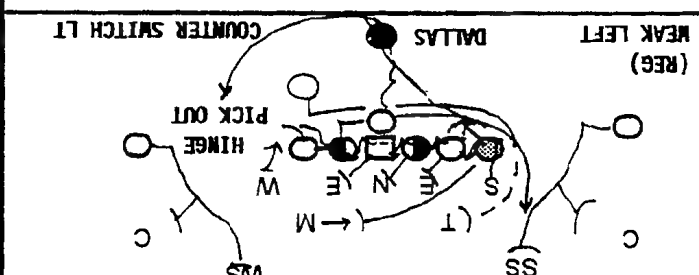
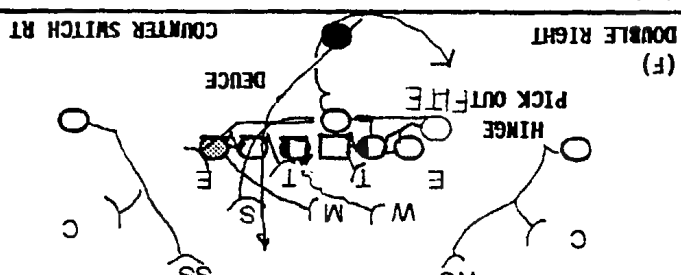
57 Boss

37



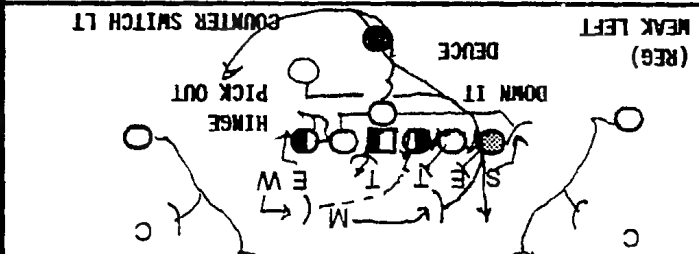
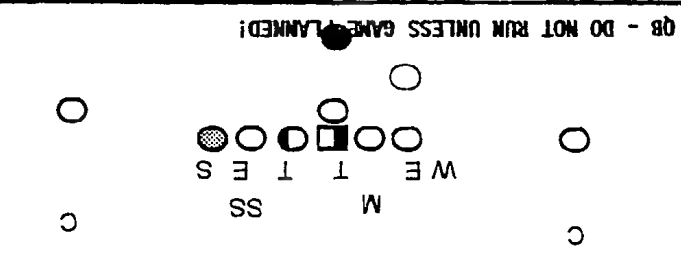
49

39



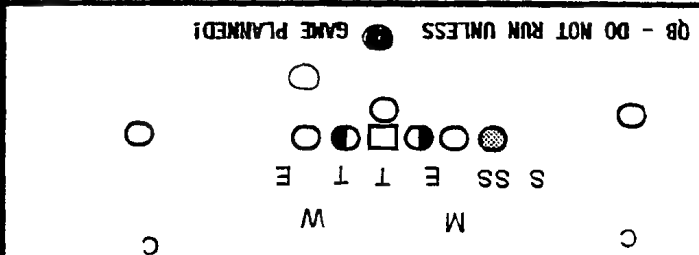
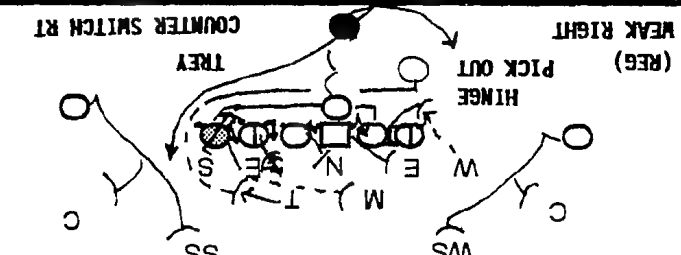
53 Joker

53



34

246



QB - DO NOT RUN UNLESS GAME PLANNED!

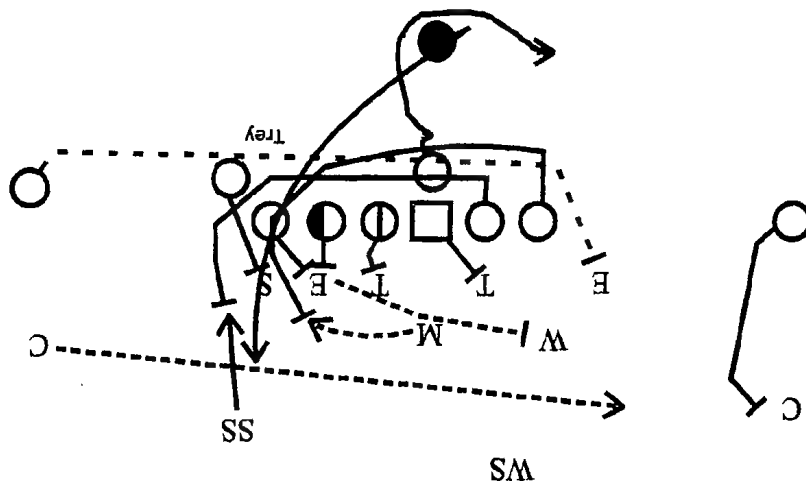
QB	Open away, hand ball to ball carrier. Fake boot.
BB	FB: F/H TE, Z/TE -Quad block inside on #3. Alert Down-It call. NOTE: If aligned weak seal block EMOL.
BC	Stutter step, key lead blocker on support. Hug the "Load" block on #3.
OFF-T	Pull, get on hip of backside Guard and pull up thru the hole, just outside of "Load" block on #3.
OFF-G	Pull and trap the first defender outside the "Load" block on #3. (Strong Support). Trap EMOL (first defender outside Quad block).
C	Block backside. Alert to make "Dallas" call vs Triple looks.
ON-G	Block first man inside on or off LOS. Alert Deuce to Backside Lber.
ON-T	Block first man inside on or off LOS. Alert Deuce, Trey, Down-It or Dallas calls.
Y	Block first man inside on or off LOS. Trey vs 5 technique, alert Down-It. NOTE: Quad call vs "T" bubble, short "Gap" step with inside foot.
Z	Zipper motion, must seal EMOL.
X	Block middle one third.

This play is designed to misdirect the defense thru the blocking scheme and backfield action. The action by the ball carrier will misdirect the defense enough to give our offensive front excellent blocking angles. This play can be run from Regular, H or F personnel.

### Play Description

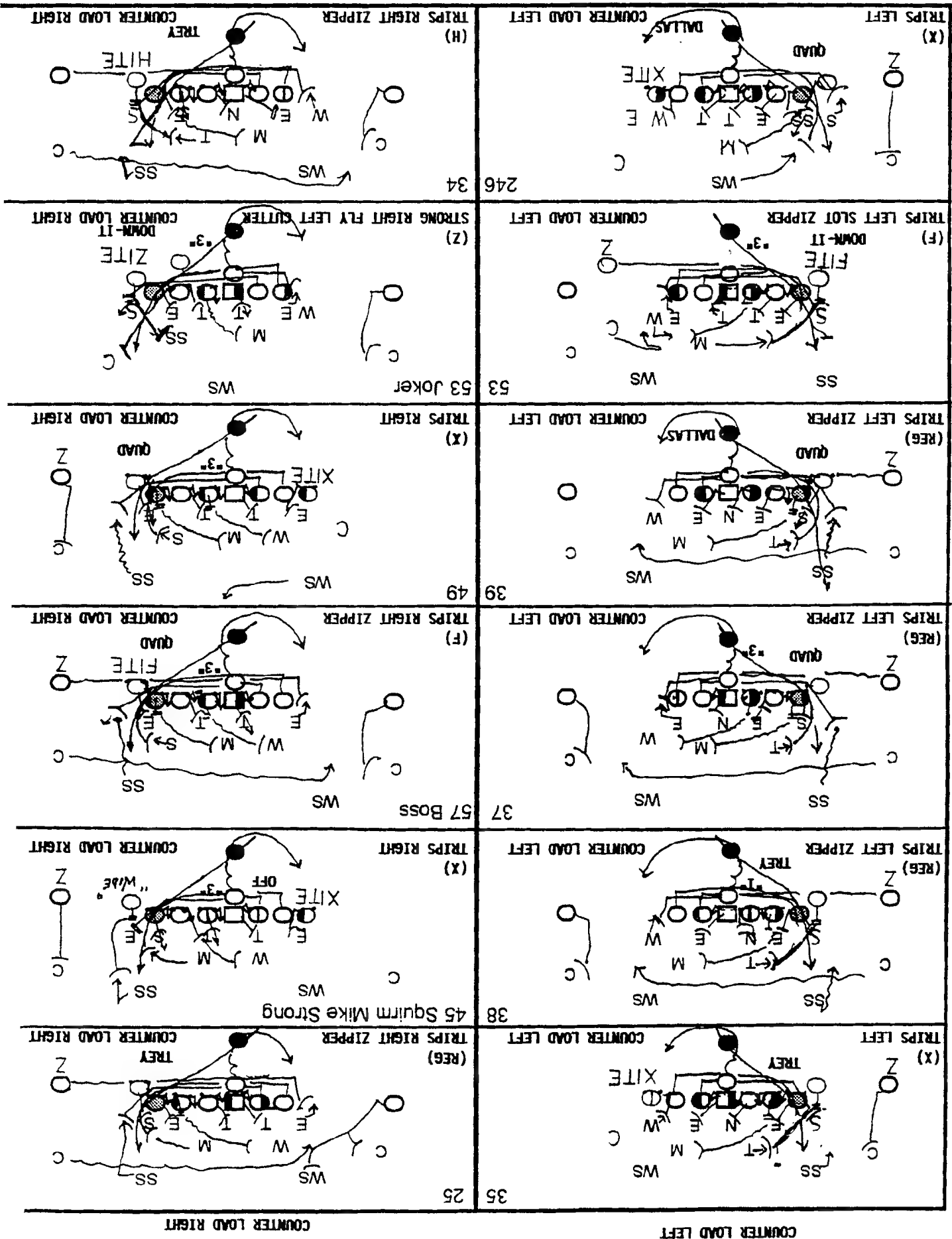
Counter Load Rt (Reg)

## Trips Rt Zipper



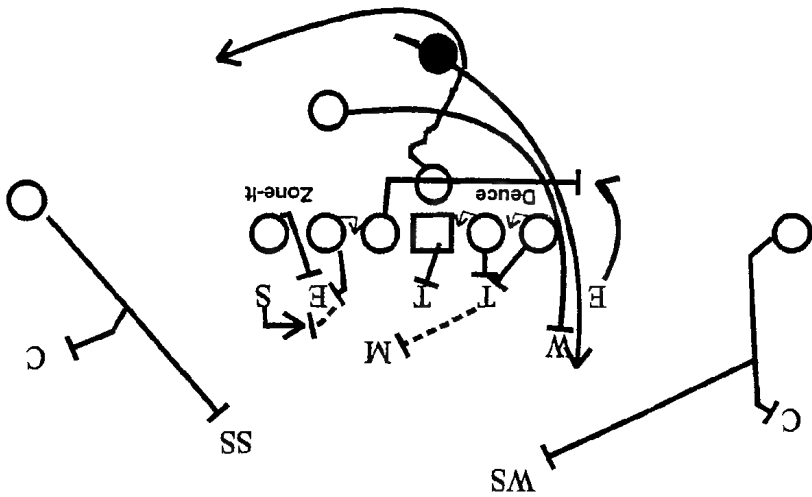
Counter Load R/Lt (Strongside)





# Counter Loose Lt/Rt (Weakside)

25



Strong Rt

Counter Loose Lt (Reg)

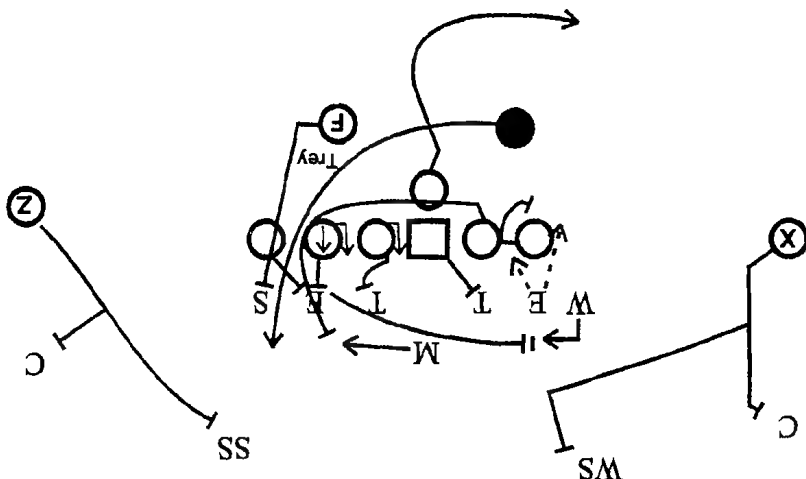
## Play Description

Counter play to the open side of the formation, with the offside Guard pulling and trapping the end man in FB or FB sub leading up thru the hole.  
 NOTE: QB will only run this play vs a "5" look or "T" bubble. We will run this play with regular, H, F and Z personnel.

QB	Open away, hand ball to ball carrier, fake the hide.
BB	Use adjust step, key pulling Guard and block first LB'er inside.
BC	Stutter step, key lead blocker for possible "Trap" or "Log" on EMOL.
OFF-T	Man block #2. Drive inside number. Alert zone-it or "Safety" call.
OFF-G	Pull, "Trap" or "Log" EMOL.
C	Block backside. Alert to make "Off" call.
ON-G	Block first man inside on or off LOS. If covered by a down lineman, make "1" or "3" call. Gap step with inside foot.
ON-T	Block first man inside on or off LOS. Alert for "1" or "3" call. Alert to block Mike LB'er.
Y	Man block #3. Possible zone-it or "Safety" call.
Z	Block middle one third.
X	Block first force.

<p>QB - DO NOT RUN!</p> <p>34</p>	<p>QB - DO NOT RUN!</p> <p>246</p>
<p>QB - DO NOT RUN!</p> <p>53 Joker</p>	<p>QB - DO NOT RUN!</p> <p>53</p>
<p>(REG) STRONG RIGHT</p> <p>49</p>	<p>(REG) STRONG RIGHT</p> <p>39</p>
<p>(REG) STRONG RIGHT</p> <p>57 Boss</p>	<p>QB - DO NOT RUN!</p> <p>37</p>
<p>(F) STRONG RIGHT</p> <p>45 Squirm Mike Strong</p>	<p>(F) STRONG RIGHT</p> <p>38</p>
<p>(REG) WEAK RIGHT FLY RIGHT</p> <p>25</p>	<p>(REG) WEAK RIGHT FLY RIGHT</p> <p>35</p>

## Split Right



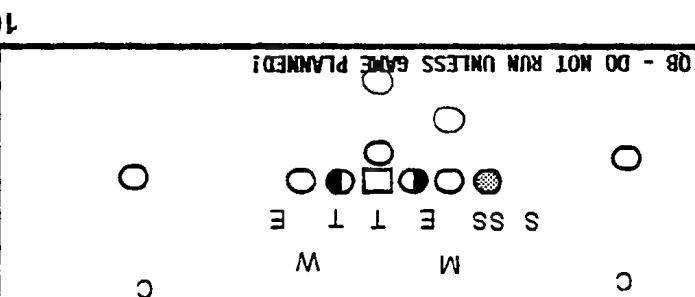
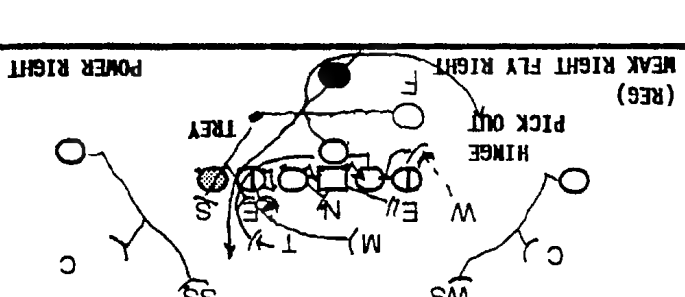
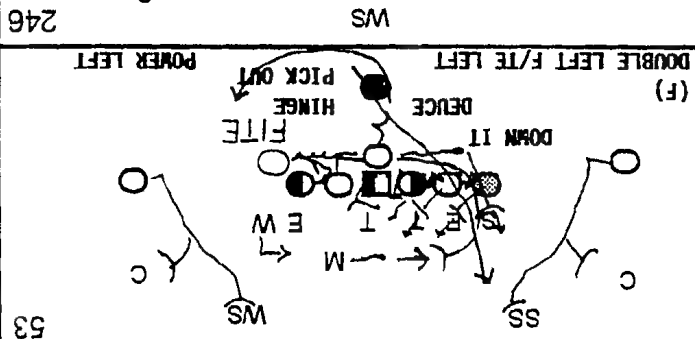
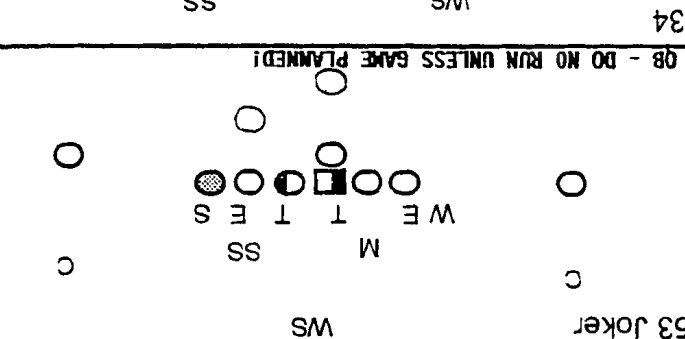
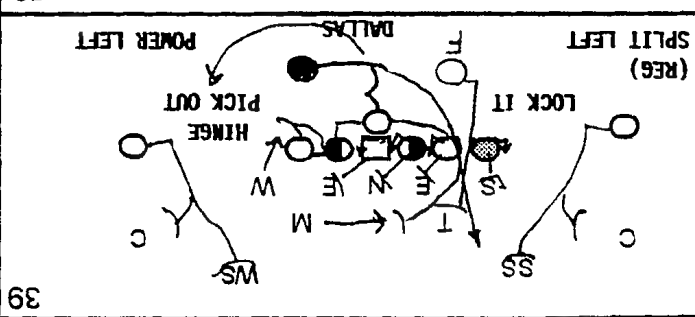
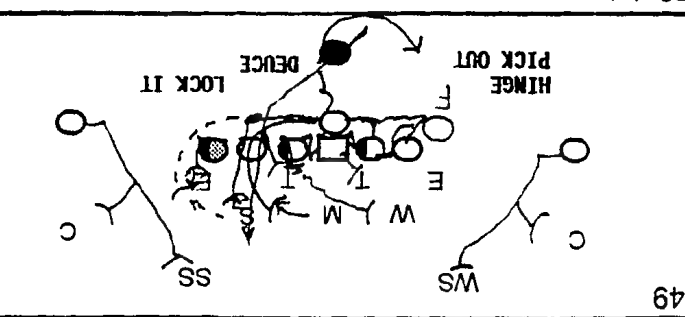
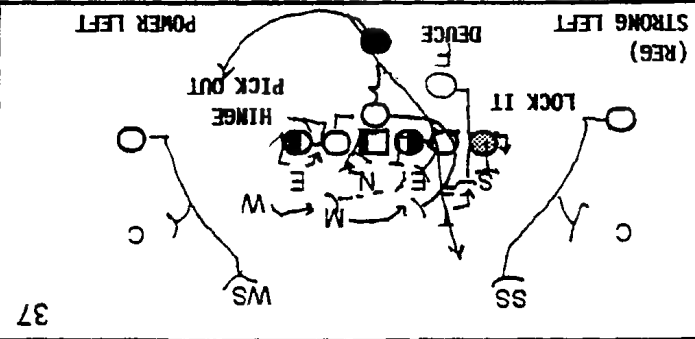
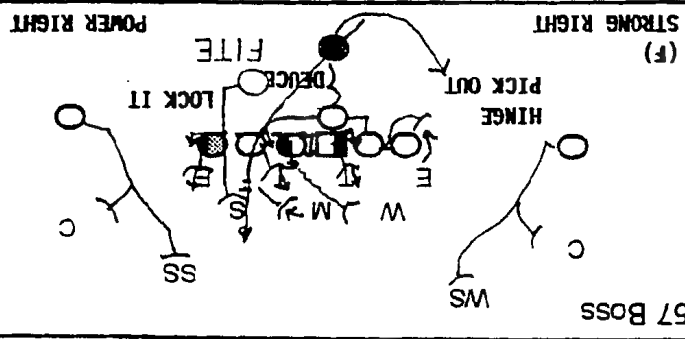
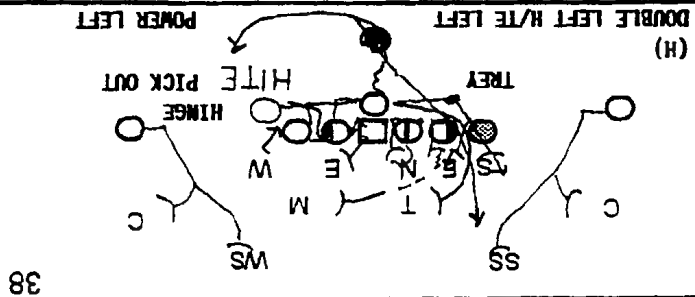
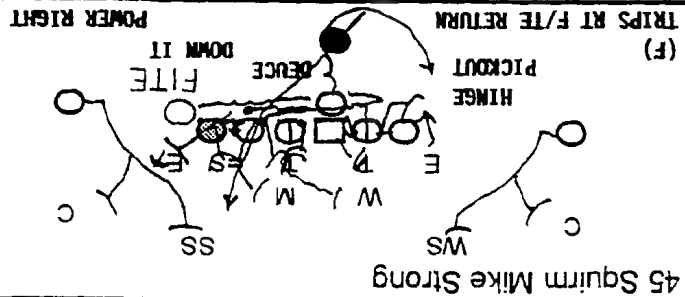
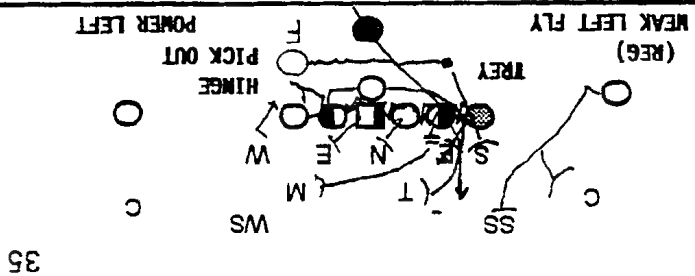
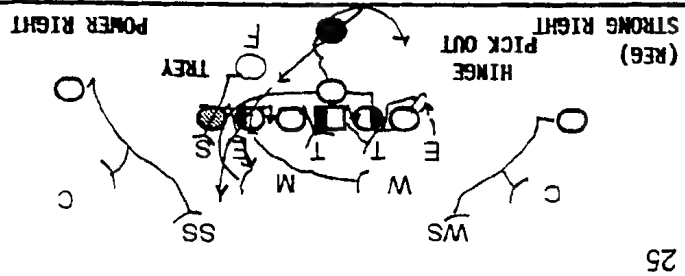
**Power Rt (Reg)**

### Play Description

An "Off Tackle" Power play, with the FB or FB sub kicking out on the end man and Offside Guard pulling and leading up thru the hole.

NOTE: must be alert for "Lock-It" call from TE vs a "T" bubble. This will change the blocking scheme. This play can be run from H or F personnel.

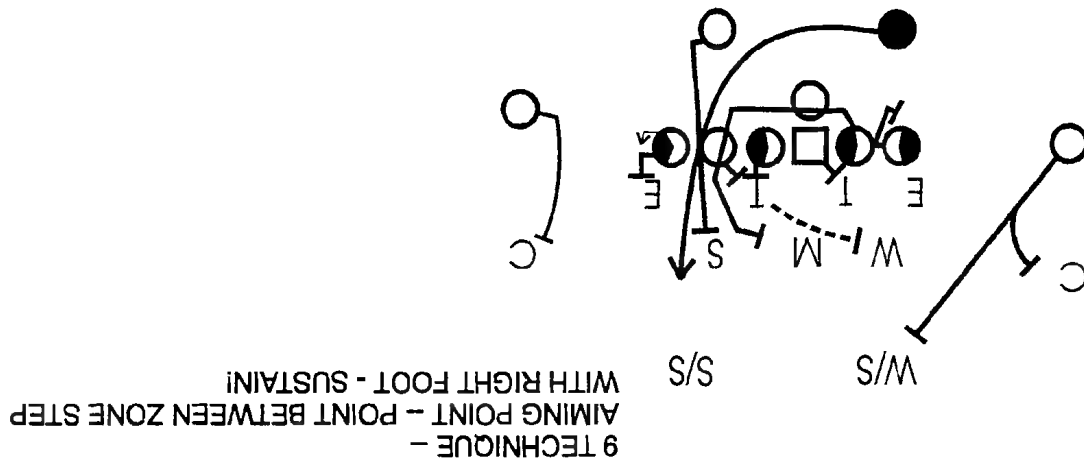
QB	Open away, hand ball to ball carrier. Fake boot.
BB	Kick out block on EMOL. Drive inside out. Vs "T" bubble alert for "Lock-it" call.
BC	If in the "I" position, use adjust or stutter step. Your key is the pulling guard. "Lock-it" call changes blocking scheme.
OFF-T	Man block #2. Drive inside number - Cut-off. If #2 is LB hinge and pick-out.
OFF-G	Pull, read the block of the blocking back, turn up thru hole to block Outside LB. "LOCK-IT" call -- possible chip off DE to Mike LB. Must read TE's block.
C	Block backside.
ON-G	Block first man inside on or off LOS. If covered by down lineman, make "1" or "3" call. "Gap step" with inside foot.
ON-T	Block first man inside on or off LOS. Alert for "1" or "3" call. (Trev or Down-It call) Trey block with on tackle to backside LB. (2nd LB off LOS). Alert for Down-It call, block end by yourself. Vs "T" bubble = "Lock-it" call, drive on EMOL. Possible "Lock-it 7" vs 7 technique.
Z	Block first force.
X	Block middle one third.



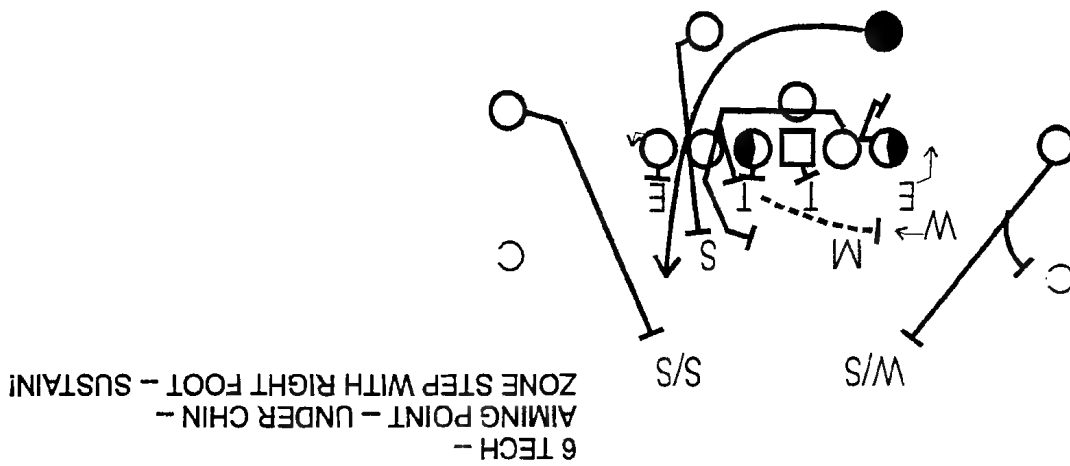
# POWER RT-LT

"Y" -- ALERT -- LOCK-IT CALL VS T-BUBBLE ("7" LOOK)  
YOUR CALL - MAN BLOCK #3 -- DRIVE TECHNIQUE.

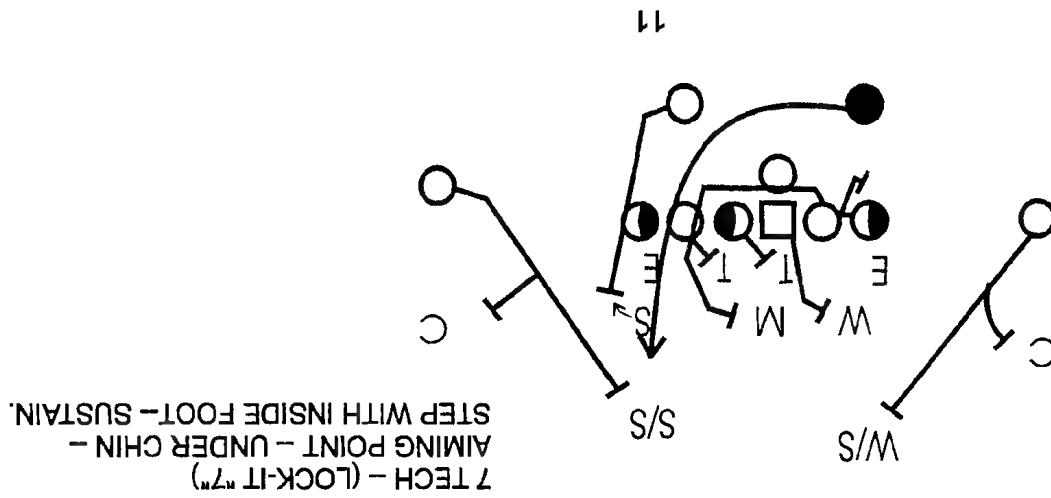
49



57



57 BOSS



Power Loose Lt/Rt (Weakside)	
25	
<b>Play Description</b> An "Off Tackle" Power play to the open side of the formation, with the FB or the FB sub kicking out on the end man and the outside Guard pulling and leading up through the hole. Note: QB - will only run this play vs. A "5" look or a "T" bubble. Will run this play from Regular, H, F and Z personnel groupings.	
QB	Open away, hand ball to the ball carrier. Fake Hide.
BB	Kick out block on EMOL. Drive inside out, aiming point is inside number.
BC	If in the I position use adjust or stutter step. Your key is the pulling Guard.
OFF-T	Man block #2. Drive inside number. Alert Zone-It or "Safety" call.
OFF-G	Pull, read the block of the blocking back, turn up thru the hole to block outside Lber. Alert to a "Log" situation by the FB.
C	Block backside, Alert to make "Off" call.
ON-G	Block first man inside on or off the LOS. If covered by down lineman, make "1" or "3" call. "Gap step" with inside foot.
ON-T	Block first man inside on or off the LOS. Alert "1" or "3" call. Alert to block Mike Lber.
Y	Man block #3. Possible Zone-It or "Safety" call.
Z	Block middle one-third.
X	Block first force.

<p>35</p> <p>(REG) STRONG LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>	<p>36</p> <p>(REG) STRONG LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>
<p>38</p> <p>45 Squirm Mike Strong</p> <p>(Z) STRONG RIGHT FLY LT</p> <p>POWER LOOSE LEFT</p>	<p>38</p> <p>(F) STRONG LEFT F/T/RT</p> <p>POWER LOOSE RIGHT</p>
<p>57 Boss</p> <p>(H) STRONG RIGHT H/T/LEFT</p> <p>POWER LOOSE LEFT</p>	<p>37</p> <p>QB - DO NOT RUN!</p>
<p>49</p> <p>(F) TRIPS RIGHT F/T/LEFT</p> <p>POWER LOOSE LEFT</p>	<p>39</p> <p>(REG) I LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>
<p>53 Joker</p> <p>QB - DO NOT RUN!</p>	<p>53</p> <p>QB - DO NOT RUN!</p>
<p>34</p> <p>QB - DO NOT RUN!</p>	<p>246</p> <p>QB - DO NOT RUN UNLESS GAME PLANNED!</p>



# Draws

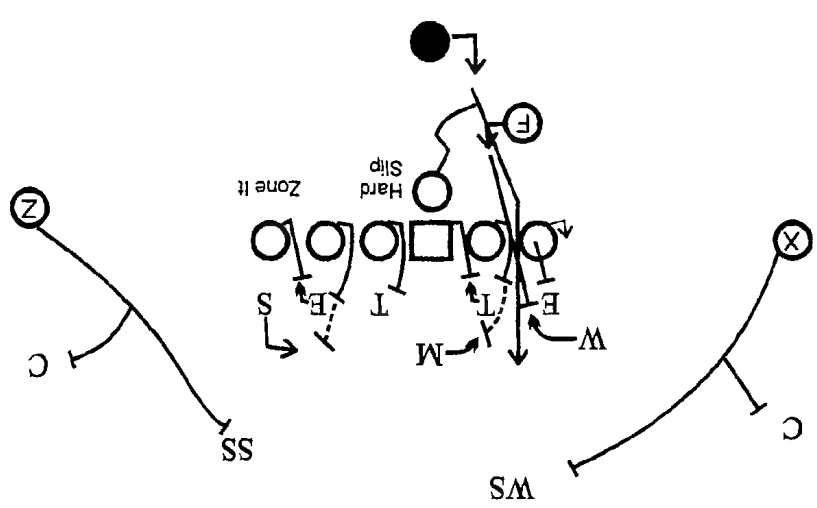
<u>ITEM</u>	<u>PAGE</u>
Lead Draw	1-2
Lag Draw	3-4
Paint	5-6

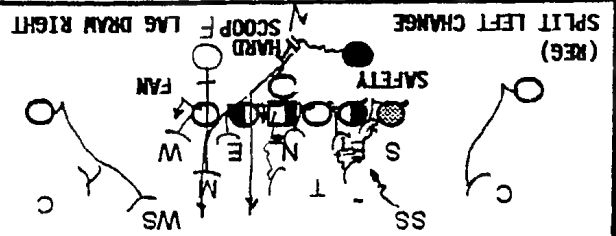
43 Will hip		WS		<p>Note: Alert Big Fan</p>		Lead Draw Rt (Reg)		I Right		Play Description		Lead Draw to the strongside of the formation, with offensive line and TE using QUICK DRAW TECHNIQUES.	
Lead Draw Rt-Lt (Strongside)		Schemes: Trio											

LEAD DRAW RIGHT

LEAD DRAW LEFT

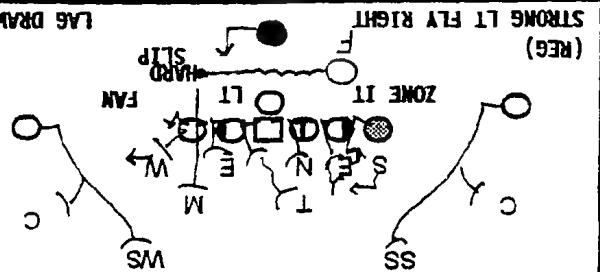
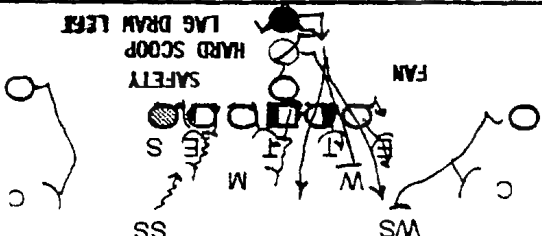
<p>25</p> <p>(REG) I RIGHT</p> <p>45 Squirm Mike Strong</p> <p>LEAD DRAW RIGHT</p>	<p>35</p> <p>(REG) STRONG LEFT</p> <p>LEAD DRAW LEFT</p>
<p>38</p> <p>(REG) SPLIT LEFT</p> <p>LEAD DRAW LEFT</p>	<p>37</p> <p>(F) WEAK LEFT F/T/E LEFT</p> <p>LEAD DRAW LEFT</p>
<p>57 Boss</p> <p>(F) DOUBLE RIGHT F/T/E RIGHT</p> <p>LEAD DRAW RIGHT</p>	<p>39</p> <p>(X) I LEFT</p> <p>LEAD DRAW LEFT</p>
<p>49</p> <p>(Z) WEAK RIGHT FLY RIGHT</p> <p>LEAD DRAW RIGHT</p>	<p>53</p> <p>(REG) I LEFT</p> <p>LEAD DRAW LEFT</p>
<p>53 Joker</p> <p>QB - DO NOT RUN UNLESS GAME PLANNED!</p> <p>LEAD DRAW LEFT</p>	<p>246</p> <p>WS</p> <p>QB - DO NOT RUN UNLESS GAME PLANNED!</p>
<p>34</p> <p>(REG) WEAK RIGHT FLY RIGHT</p> <p>LEAD DRAW RIGHT TRIO</p>	<p>34</p> <p>(REG) WEAK RIGHT FLY RIGHT</p> <p>LEAD DRAW RIGHT TRIO</p>

Lag Draw Rt-Lt (Weakside)	
<p>43 Will hip</p>  <p>Weak Right</p>	
<p>Lag Draw Lt</p> <p>Play Description</p> <p>LAG DRAW to the weakside of the formation with the FB or FB's sub leading on the Will LB'er. Vs a 34 front we will game plan FAN scheme putting the FB on LB'er.</p>	
QB	Open away, bring ball deep to ball carrier execute hand off show pass.
BB	Block Will LB'er. Key guard if covered by down lineman, key center if guard bubble. Alert for FAN call.
BC	Pass set by showing slide action to the hole. PATIENCE - wait until QB brings ball to you. Key guard if covered by down lineman, key center if guard bubble.
OFF-T	Man block #2. Draw technique. Hard Scoop Possible Zone-It or "Safety" call. "Semi."
OFF-G	Man block #1. Draw technique. Hard Scoop.
C	Man Block #0. Draw technique. Hard Slip with inside guard. Alert for Dolphin Ace It vs 53 or 57 Boss looks.
ON-G	Man block #1. Draw technique.
ON-T	Man block #2. Draw technique vs 34 look, alert FAN.
Y	Man block #3. Draw technique vs 34 look, alert Zone-It or "Safety" call. "Semi."
Z	Block middle one third.
X	Block first force.



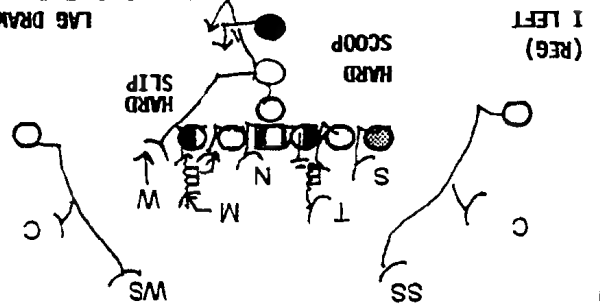
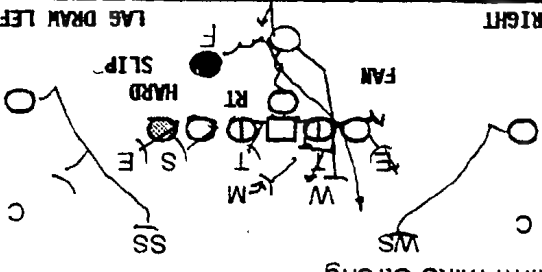
35

25



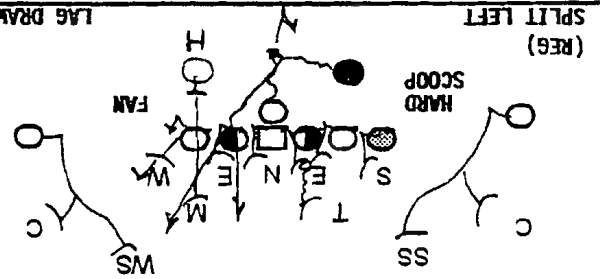
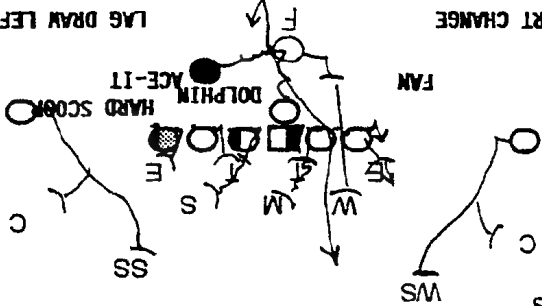
38

45 Squirm Mike Strong



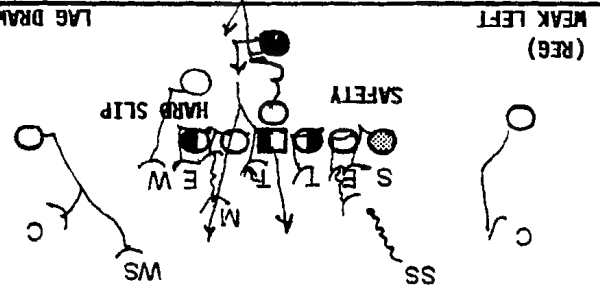
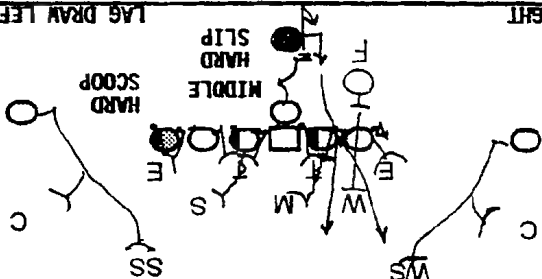
37

57 BOSS



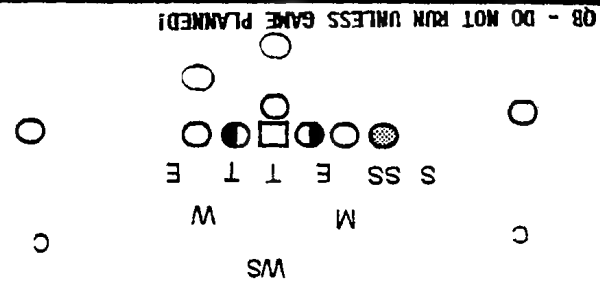
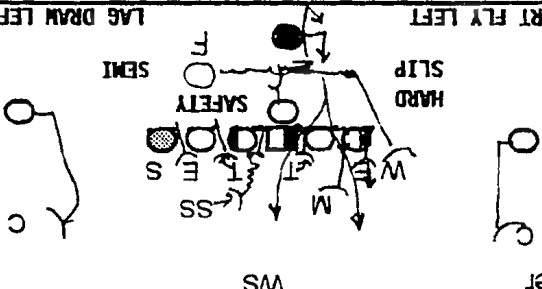
68

49



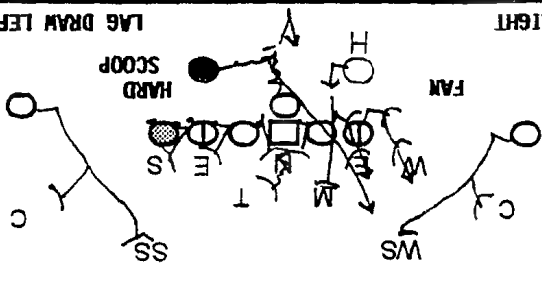
53

53 Joker



246

34



Q8 - DO NOT RUN UNLESS GAME PLANNED!



<p>PAINT RIGHT</p> <p>(F) ACE RIGHT</p> <p>34</p>	<p>QB - DO NOT RUN!</p> <p>246</p>
<p>QB - DO NOT RUN!</p> <p>53 Joker</p> <p>53</p>	<p>DOUBLE LEFT</p> <p>(REG)</p> <p>PAINT LEFT</p> <p>53</p>
<p>DOUBLE RIGHT</p> <p>(F)</p> <p>49</p>	<p>WEAK LEFT</p> <p>(REG)</p> <p>PAINT LEFT</p> <p>39</p>
<p>PAINT RIGHT</p> <p>(REG)</p> <p>I RIGHT</p> <p>57 Boss</p> <p>37</p>	<p>WEAK LEFT</p> <p>(REG)</p> <p>PAINT LEFT</p> <p>37</p>
<p>PAINT RIGHT</p> <p>(REG)</p> <p>SPLIT RIGHT</p> <p>45 Squirm Mike Strong</p> <p>38</p>	<p>SPLIT LEFT</p> <p>(REG)</p> <p>PAINT LEFT</p> <p>38</p>
<p>PAINT RIGHT</p> <p>(REG)</p> <p>DOUBLE RIGHT</p> <p>25</p>	<p>SPLIT LEFT</p> <p>(REG)</p> <p>PAINT LEFT</p> <p>35</p>

# Toss Plays

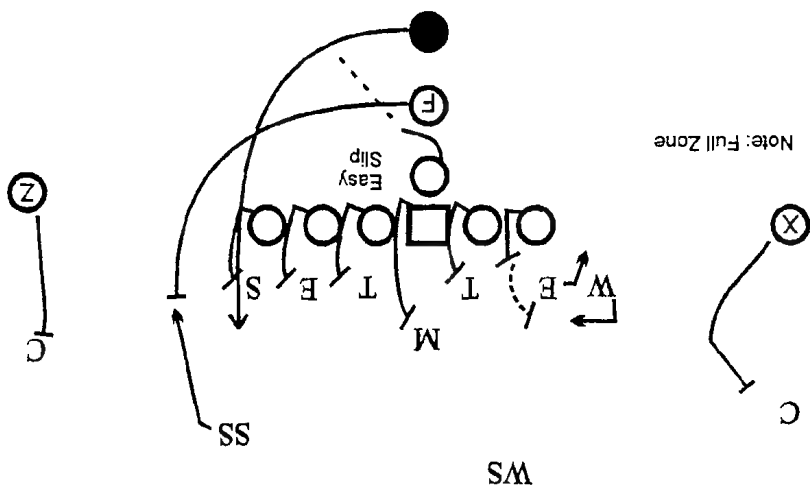
<u>ITEM</u>	<u>PAGE</u>
Toss (Strong)	1-2
Toss Crackback	3-4
Pitch (Weak)	5-6



QB	Open away, dead toss to ball carrier. Block chase man.
BB	BOSS or BOSS EXTRA: Block force. ZEUS: Execute backside seal block.
BC	Take open step, take the toss and read the block of the EMOLOS. TE displaces #3 to outside; feel block on '5' or '3' Technique. Cut up field not back. TED call. read Tackles block on EMOL.
OFF-T	Man block #2. Easy Scoop Technique.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut technique on Nose Tackle.
C	Man block #0. Easy Slip Technique. (Triple).
ON-G	Man block #1. Drive Technique, outside breast. Alert Easy Slip.
ON-T	Man block #2. Drive Technique, outside breast Alert Full Scoop. (Alert Turn-It call, Tag-It vs. 'T' bubble with '3' and '9' Techniques). Possible TED call vs. Wide 5 technique, your call
Y	Man block #3. Drive Technique, outside breast. Easy Slip, Turn-It. Vs. 34 = possible "Gang" call. TED call-block inside on End, pin him to inside.
Z	BOSS: block second force ZEUS: Block First force. Slot formation: Block man over.
X	Block middle one-third.

**Play Description:** This play is designed to STRETCH the defense to the outside off of toss action while option running off the TE's block. TED scheme will be a change up blocking scheme vs a wide 5 technique. This blocking scheme will be called at the LOS by the inside Tackle.

**Toss Right BOSS (Reg)**

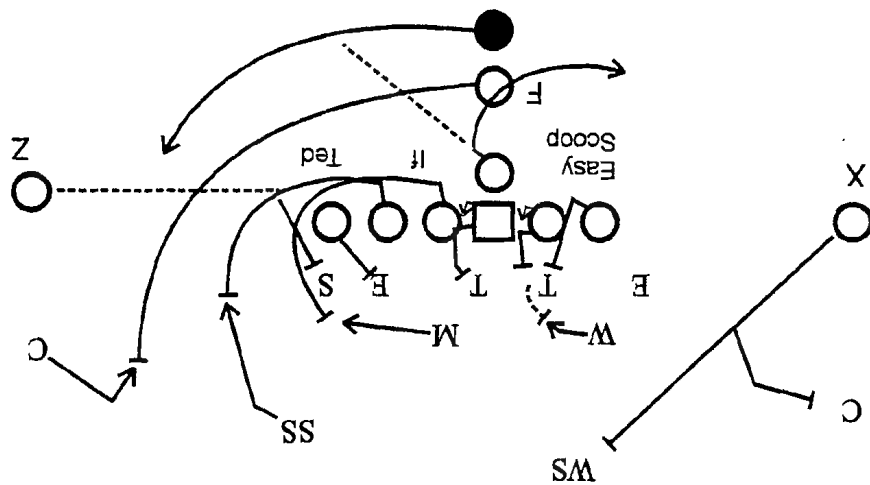


Toss Rt-Lt (Strongside)

Schemes: Boss, Zeus, Extra



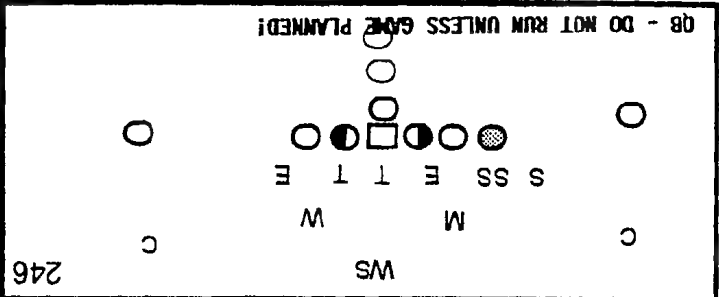
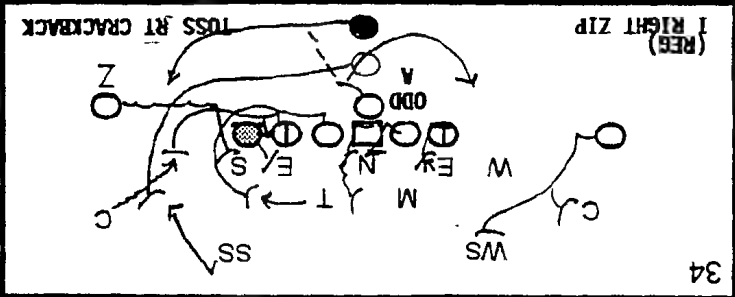
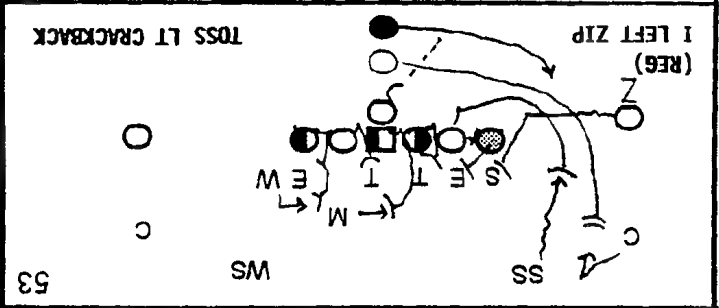
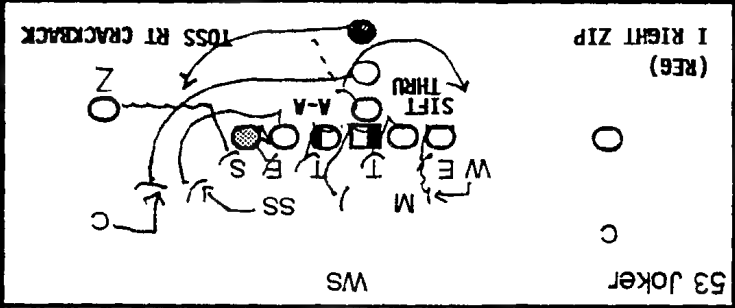
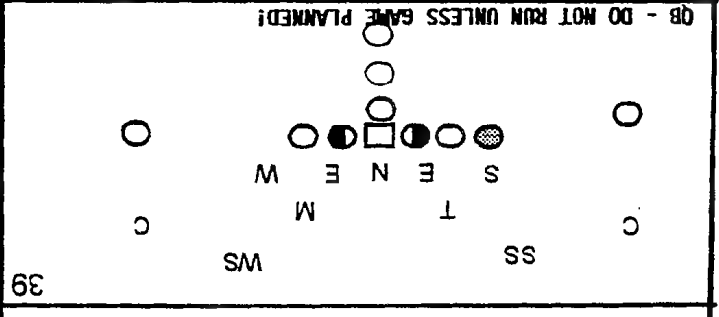
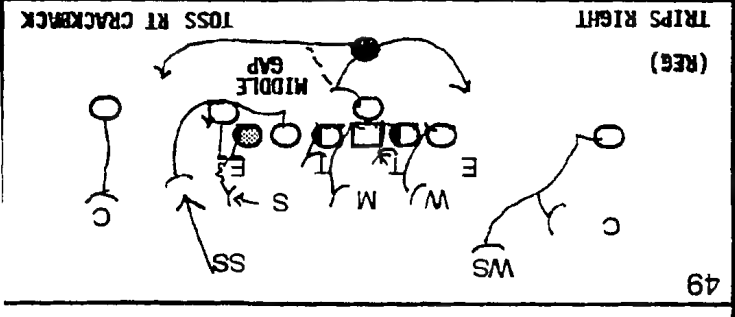
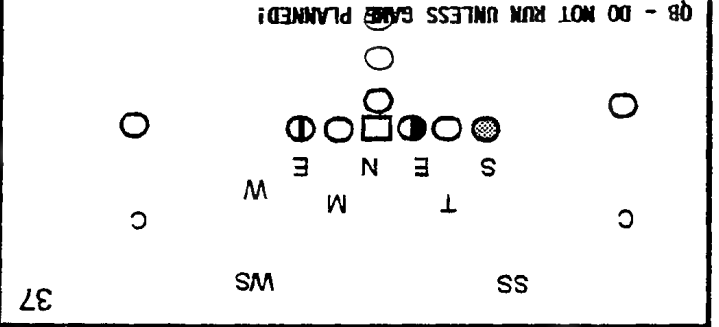
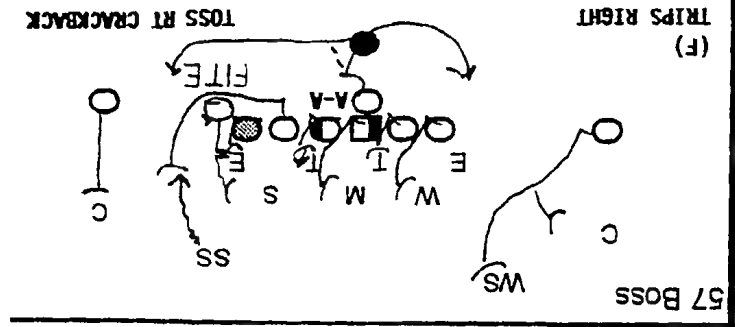
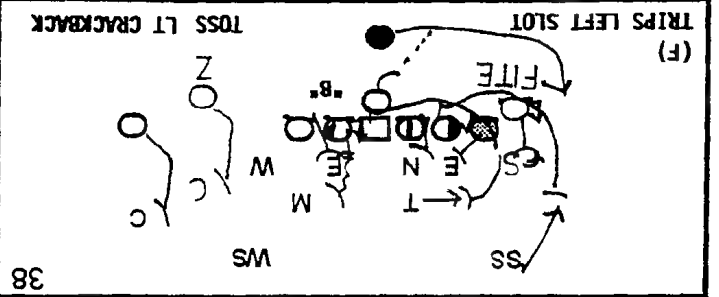
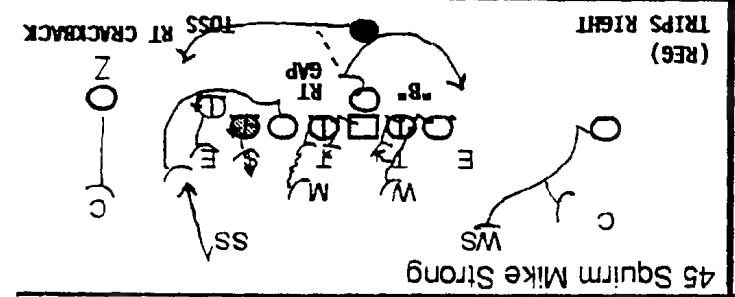
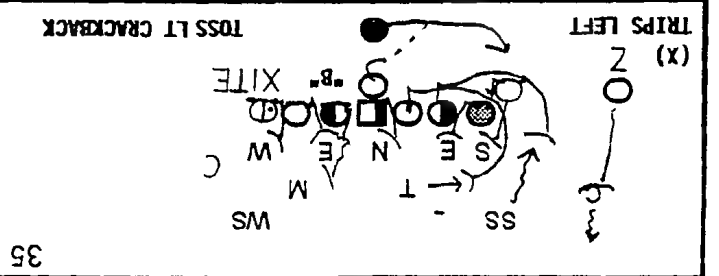
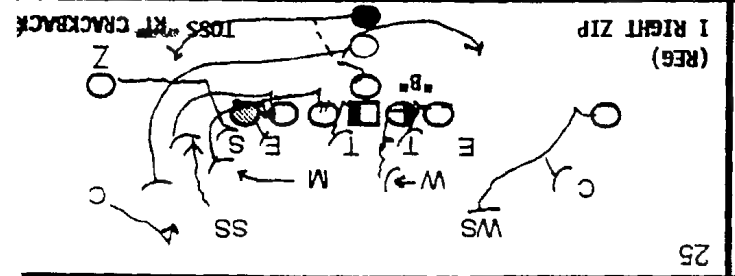
**Toss Rt Crackback (Reg)**



**Play Description**

Toss play to the strongside of the formation, using a change up blocking scheme with the Z blocking the Sam Lber to seal off the defense. CRACKBACK means for the Onside Tackle to pull and block first force. This play can be run from Regular, H, F and X personnel. Note: QB- Do not want to run vs a "T" Bubble strong ("Z" look).

QB	Open away, dead "toss" to the ball carrier. Fake hide.
BB	If aligned in backfield block second force. If aligned in "Trips" block End Man on LOS
BC	Open step, read block of on Tackle on first force.
OFF-T	Man block #2. Easy Scoop technique.
OFF-G	Man block #1. Easy Scoop technique. Possible cut technique on Nose Tackle.
C	Man block #0. Easy Slip technique. Alert Cop vs. a Triple.
ON-G	Man block #1. Drive technique- outside breast. If #1 is Lber pull, "If" block on Lber..
ON-T	Pull, block force. Belly back slightly and run natural arc to block first force.
Y	Block first man inside. Same as "Ted" scheme.
Z	"Zip" - crackback on EMOL (Sam Lber). No Zip= block man on.
X	Block middle one-third.

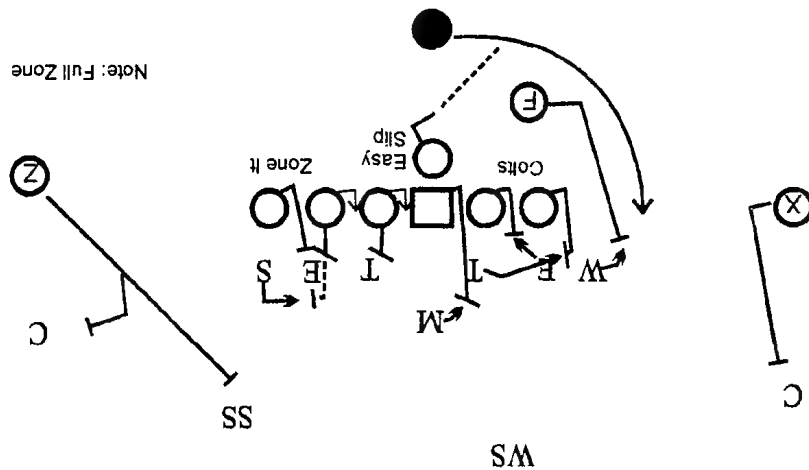


QB	Open away, dead pitch to the ball carrier. Hide action fake.
BB	MONGO: Man block #3. Aiming point is outside number. FAN: '5' look, weak reduction block Will Libe. Read On T to On G Block
BC	Open step,take the pitch read block on EMOL. If end man widens, cut upfield not back. Feel the '5' or '3' Technique.
OFF-T	Man block #2.Easy Scoop Technique. Alert Zone-It or "Safety" call.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut on Nose Tackle.
C	Man block #0. Easy Slip Technique. Alert Full Gap.(Triple).
ON-G	Man block #1. Drive Technique, outside breast. Alert Full Slip.
ON-T	Man block #2. Drive Technique, outside breast. '5' look, weak reduction make FAN call. Drive for outside number (Drop Zone step).
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over.
X	Block first force. Slot formation block man over.

**Play Description:**  
 -Weak side Pitch with two(2) backs in the backfield. "Pitch"  
 -Inside Tackle will call the blocking scheme at the LOS.  
MONGO: Man blocking FULL ZONE BLOCKING PRINCIPLES.  
 FAN: Fan blocking vs. A '5' look or weak reduction.

Pitch Left (Reg)

## Weak Right



<p>PITCH LEFT</p> <p>(REG) WEAK RIGHT</p> <p>34</p>	<p>PITCH RIGHT</p> <p>(REG) WEAK LEFT</p> <p>246</p>
<p>PITCH LEFT</p> <p>(Z) WEAK RIGHT</p> <p>53 Joker</p>	<p>PITCH RIGHT "BLUEF"</p> <p>(Z) WEAK LT Z/TE RIGHT</p> <p>53</p>
<p>PITCH LEFT</p> <p>(REG) WEAK RIGHT</p> <p>49</p>	<p>PITCH RIGHT</p> <p>(REG) STRONG LEFT FLY RIGHT</p> <p>39</p>
<p>PITCH LEFT</p> <p>(REG) STRONG RIGHT ELY LEFT</p> <p>57 Boss</p>	<p>PITCH RIGHT</p> <p>(REG) WEAK LEFT</p> <p>37</p>
<p>PITCH LEFT</p> <p>(REG) I RIGHT</p> <p>45 Squirm Mike Strong</p>	<p>PITCH RIGHT</p> <p>(REG) WEAK LEFT SLOT</p> <p>38</p>
<p>PITCH LEFT</p> <p>(REG) WEAK RIGHT</p> <p>25</p>	<p>PITCH RIGHT</p> <p>(REG) WEAK LEFT</p> <p>35</p>

# Pass Offense

<u>ITEM</u>	<u>PAGE</u>
Pass Calling Mechanics	1
X-Z Route Tree (Inside Route)	2
X-Z Route Tree (Outside Route)	3
Y-Slot Inside Routes	4
Y-Slot Outside Routes	5
Running Back Routes	6-9
Scramble Rules	10

## Pass Calling Mechanics

We will use names to call our protections. The names will also convey the depth of QB's drop and the depth of the receivers routes. Along with the protection name will be the direction of the protection.

After protection and direction we will use a three digit numbering system. Each number will designate a receivers route. The numbering will always start from the single receivers side to the two receiver side of the formation. Backs or designated backs, will have names for their routes. The FB will be called first, then the HB (Tailback) route will follow.

### Example:

#### Protection:

Base Right-Protection is Base.

#### 3 Digit Call:

383 : X=3 Route, Y=8 Route, Z=3 Route.

#### Backs Call:

FB= Hook Route HB = Hook Route

#### Complete Call: "Base Right 383 Backs Hook"

(When both backs have mirrored routes we can use one word for both backs. The understood route is the Flat.)

### Note:

Certain words will be used to tag 5 man patterns:

#### China:

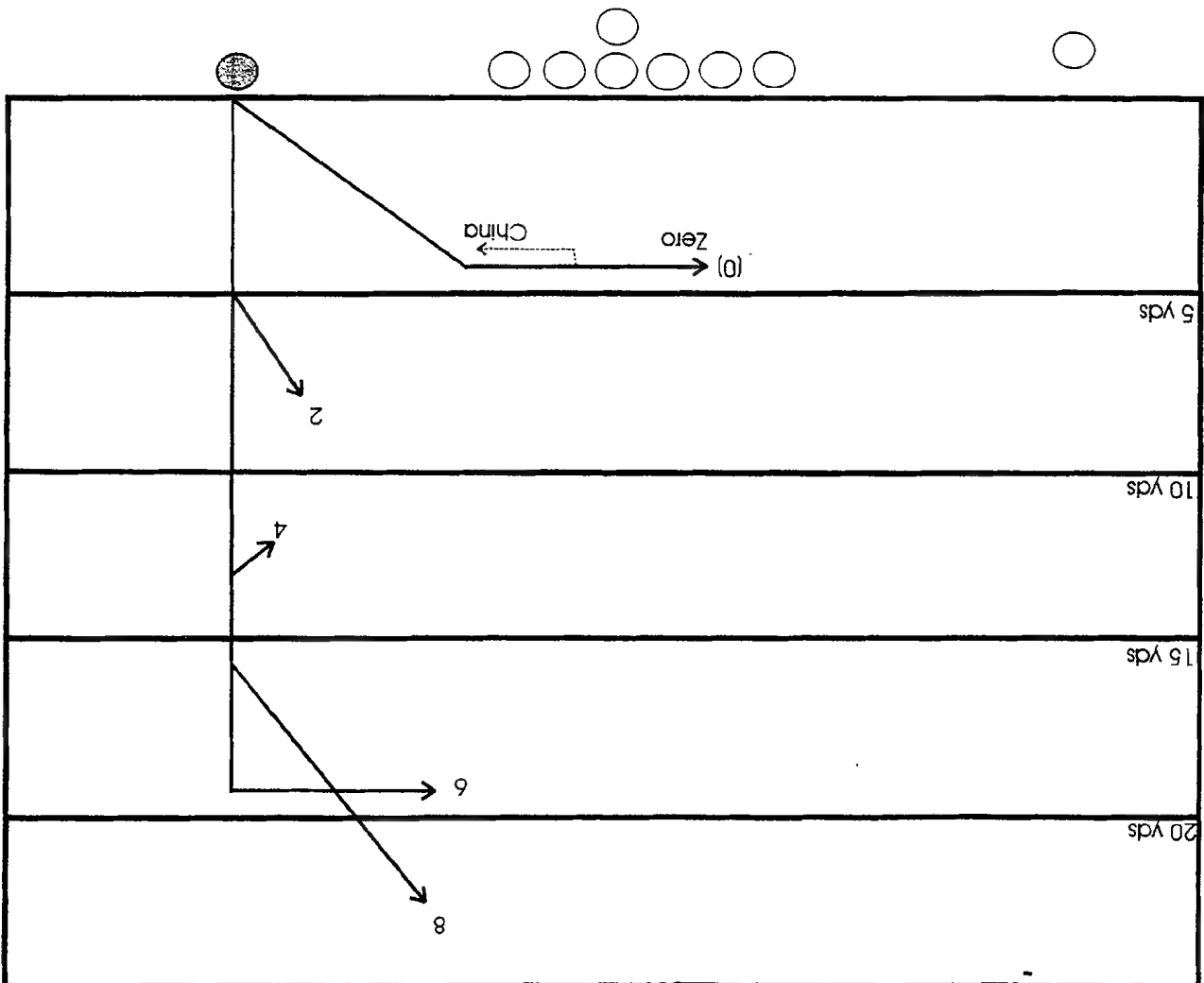
X/Z run Zero Pivots, Y Runs Corner, FB Runs Corner, HB runs Check Down.

#### Smash:

X/Z run Zero Routes, Y runs 8 route, FB runs Shoot route, HB runs Wide route.



# X and Z Route Tree: Inside Routes



Cross - 0 (Zero)

Using an inside release, run across the field 4-6 yds deep. Man run away, zone be under control as you cross.

Slant - 2

Run at the outside shoulder of the defensive back. Sprint to the depth of 5 yds. Plant and drive on a 45 degree angle (2 ct).

Curl - 4

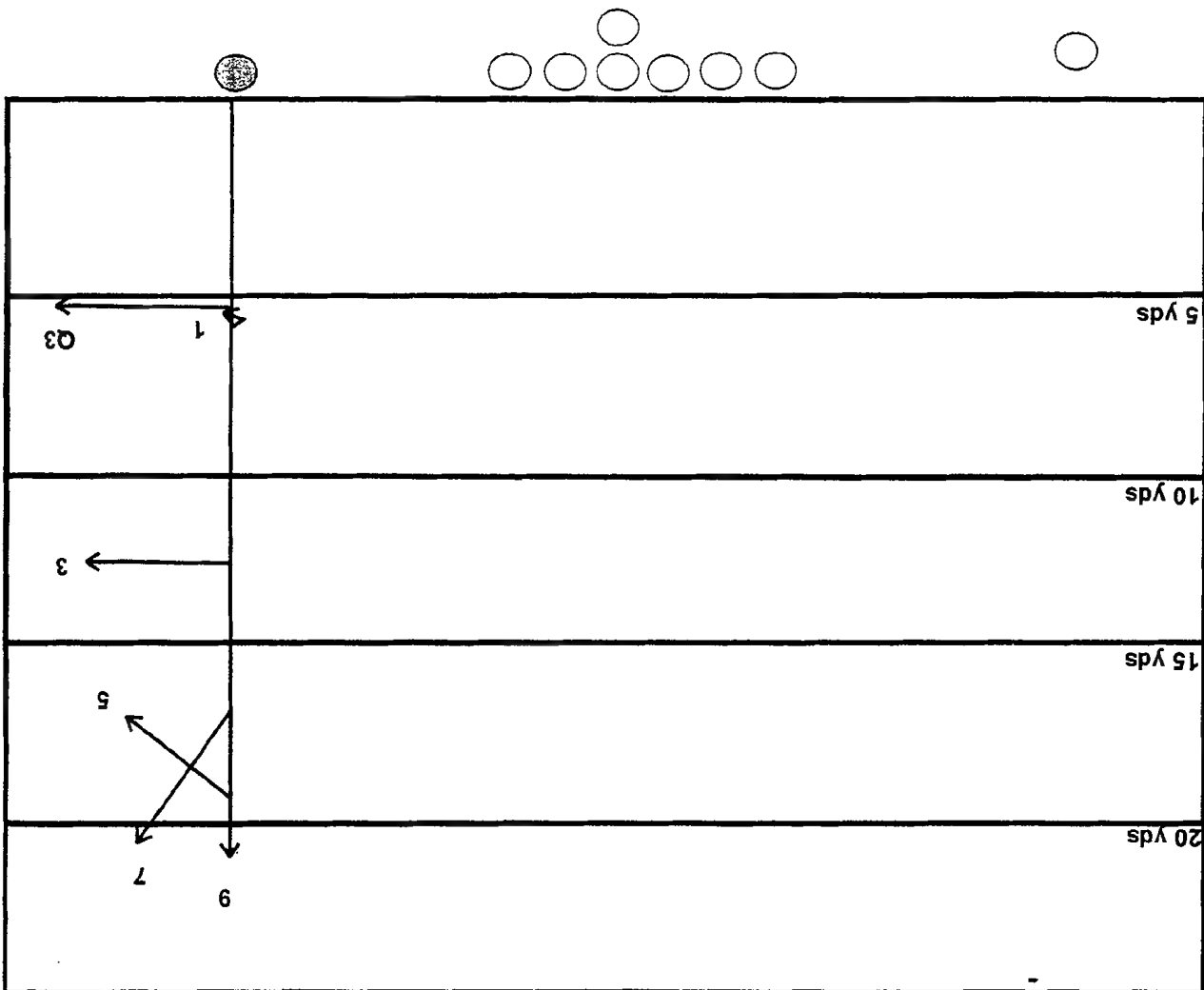
Sprint to a depth of 14 yds(head first). Plant and drive back to QB (3ct).

Look (8)-Alignment 1 yard outside the numbers 4 outside steps; widen as you go. Vs Cover 2 Fade.

Post - 8  
Sprint thru 15 yds. Attack the technique of the defender. Use stick move. Break route toward near upright of goalpost.

Square In - 6  
Use a speed release straight up the field. Your width and depth are crucial. Run thru 15 yds. (4ct)

# X and Z Route Tree: Outside Routes



## Hitch - 1

Sprint up to 6 yds. Ball will be thrown to the outside shoulder (2 ct).

## Quick Out - Q3

Straight outside release to 4 yds. Roll to 5 yds (2ct).

## Out - 3

Straight outside release to 10 yds roll to 12 yds. Vs. Cover 2, 3 route reverts to 9 route.(3ct)

## Comeback - 5

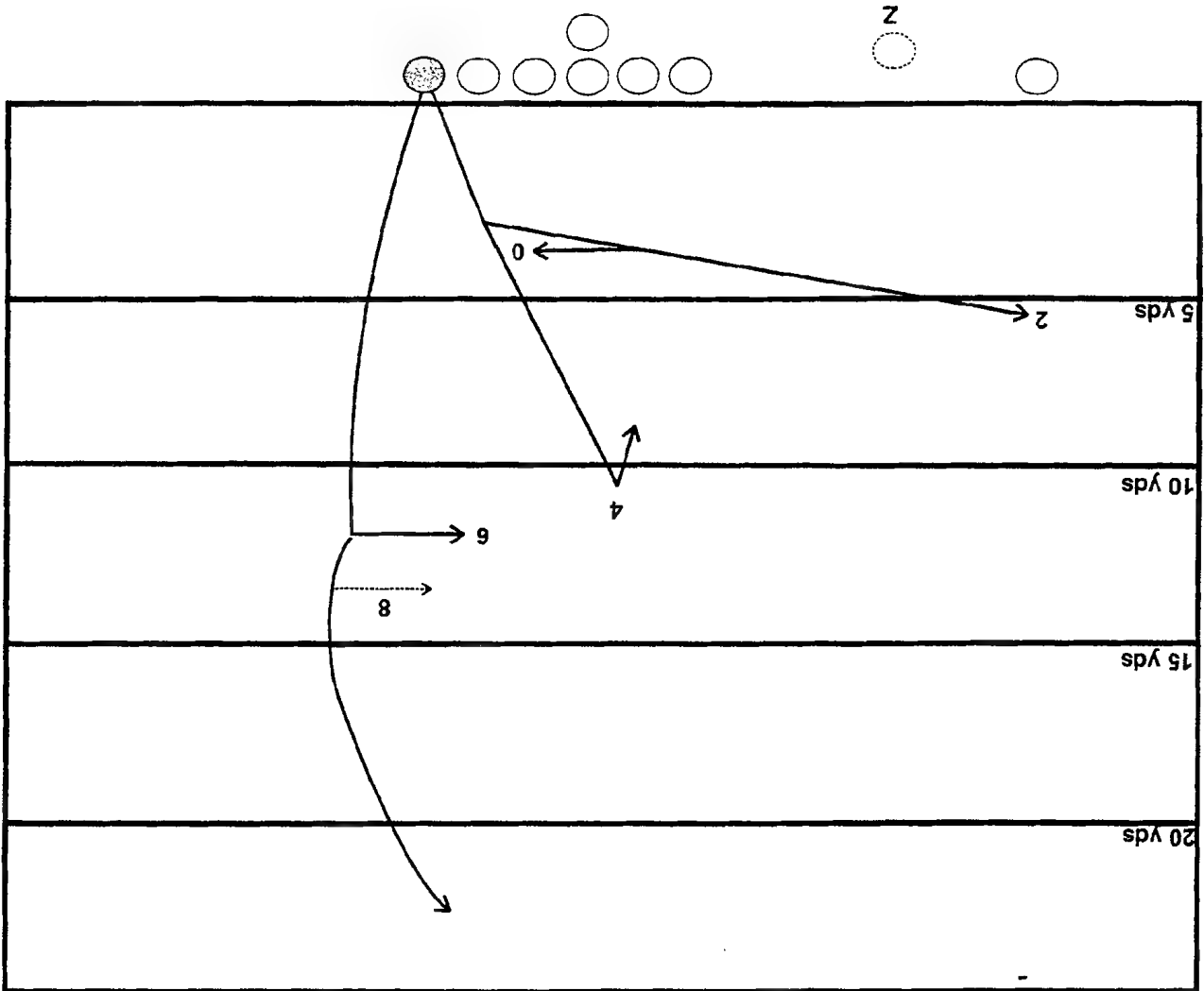
Run straight upfield to +18 yds. Plant and drive to the sideline losing at least 3 yds. Adjust vs. cover 2. 5 Route reverts to 9 route.

## Takeoff - 9

Sprint off the LOS, attack the defenders technique. Eyeball contact, step on his toes. Use a stick move. Must get yourself back into a straight line.

**Corner - 7**  
Sprint to a depth of 12 yds. Sell post 3 steps, then plant and drive to the corner of end zone. adjust vs Cov.3 deep zone. 7 reverts to 5 route.

# Y/Slot Route Tree: Inside Routes



0 Route - (Zero)  
Inside release; work off first inside LB; if LB runs out sit in the hole.

2 Route -  
4 to 6 yards crossing; inside release, beat inside LB.

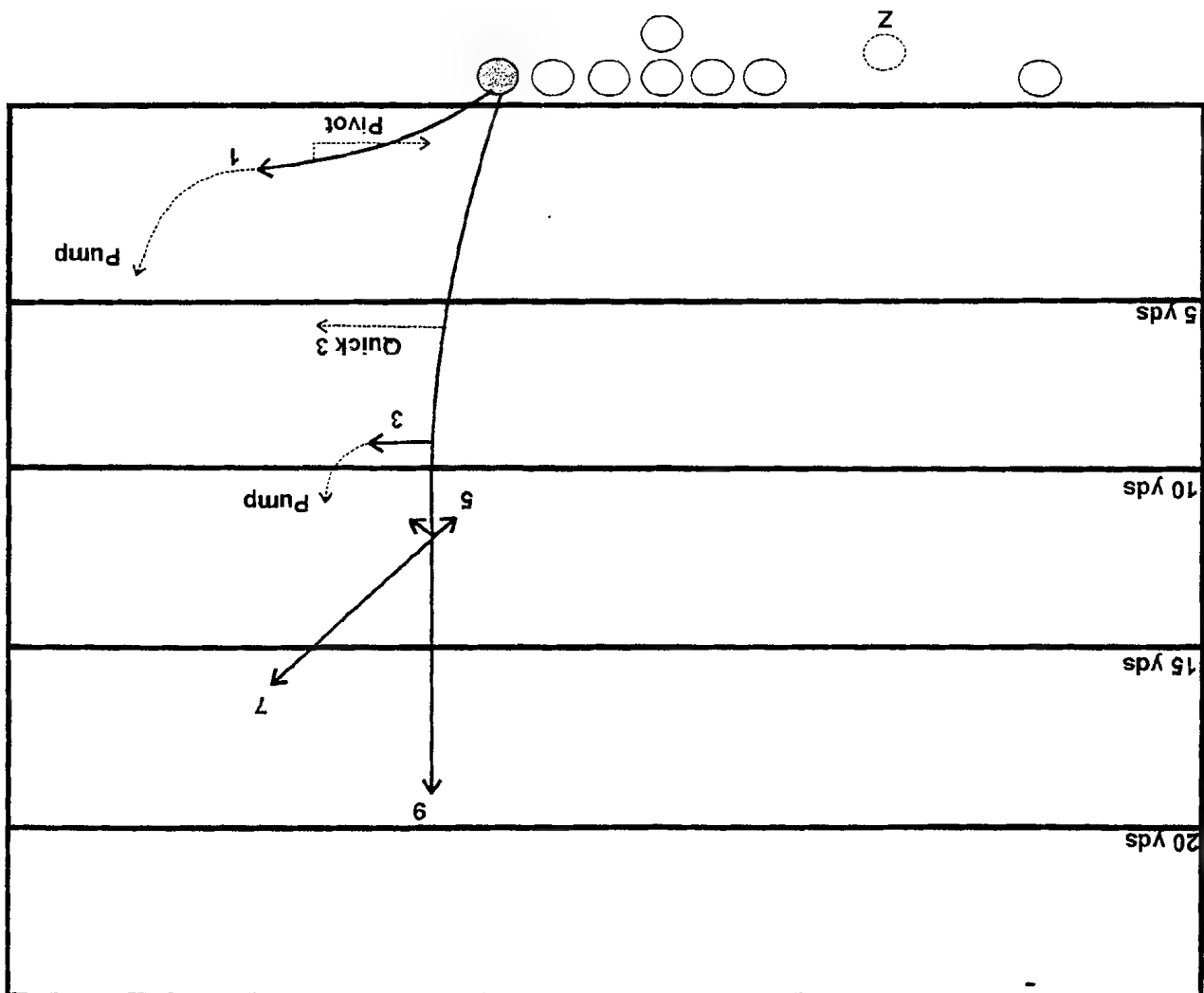
4 Route -  
Inside release upfield; middle curl 4-5 yards.

6 Route -  
12 yard turn; best release

8 Route -  
12 yard turn/ middle read, outside release.

Note: Y routes equal Z routes in slot formation.

# Y/Slot Route Tree: Outside Routes



1 Route -  
Outside release 1 to 3 yards.  
Pump=Sell route, look back at QB then turn upfield.  
Pivot=Sell route then turn back inside.

3 Route -  
Inside release upfield. Out at 7-8 yards.  
Run off defender. Alert pump!  
Quick= 6 yard out route.

5 Route -  
Best release 10 to 12 yard option(in or out) ;  
get open.

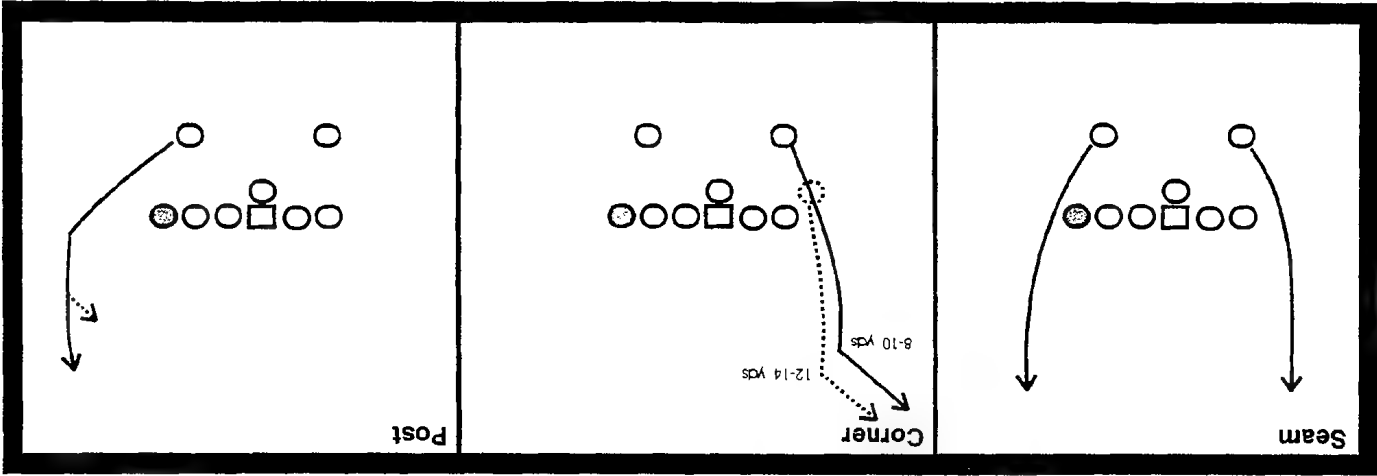
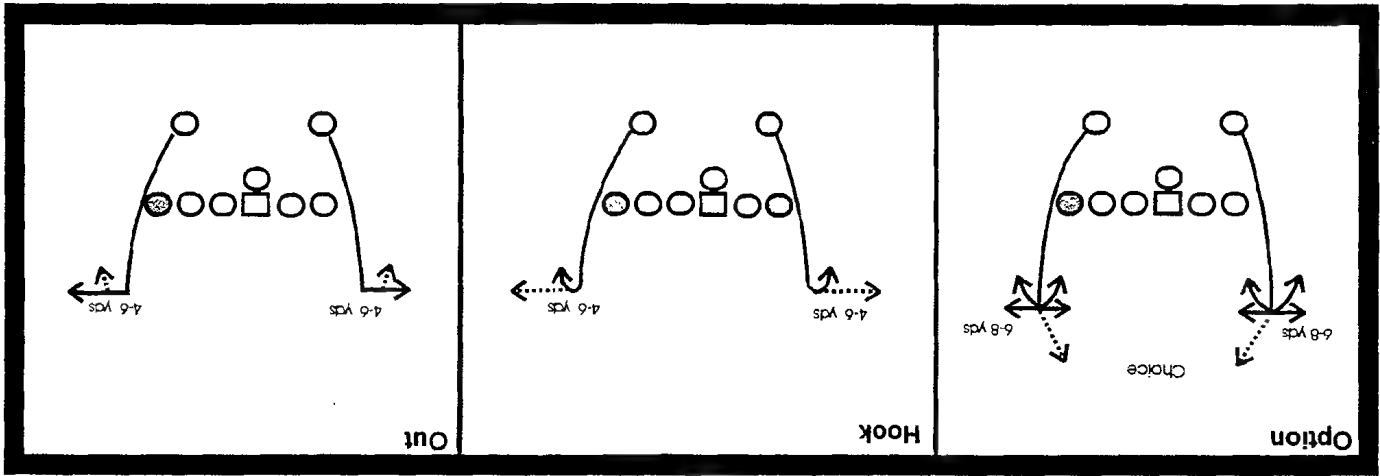
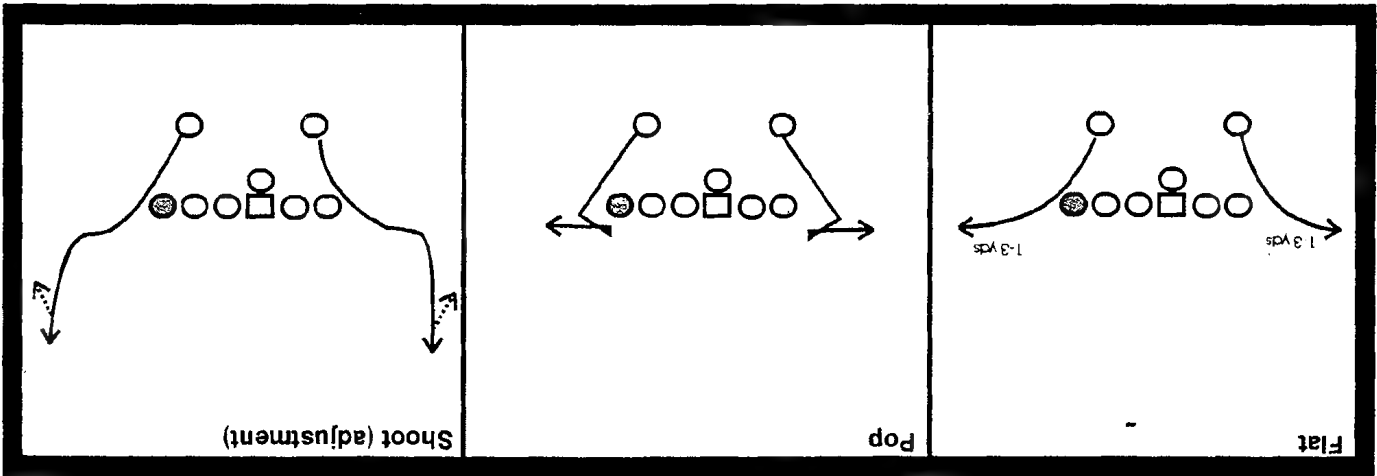
7 Route -  
Best release 12 yard corner, flatten route vs. Cov 3.  
9 Route -  
Best release. Takeoff.

Note: Y Routes equal Z routes in slot formation.

## Running Back Routes

<u>Flat</u>	Drive at Linebacker beyond the line of scrimmage. Make him go back, then drive into flat area at a slight angle, getting depth of 1-3 yards.
<u>Pop</u>	Start route same as Flat. Plant for the Trail route and Pivot back to the outside. You have time.
<u>Shoot</u>	Start Flat when you feel you have Linebacker beat, turn upfield and look for the ball over inside shoulder.(Adjust shoot to sideline if covered deep). (Stem-It).
<u>Option</u>	Work to get head up on LB, get 6-8 yards deep. Then break to the inside or outside (whichever way the Linebacker gives you) at a 90 degree angle. (Choice: if nobody in middle take middle.)
<u>Hook</u>	Release outside end man, drive upfield 4-6 yards. Circle to outside hook in slot area. (Top of numbers)Vs. m/m hook become out.
<u>Out</u>	Start like seam route, get 4-6 yards up field, plant and Break to the outside at 90 degree angle. Can hook vs. coverage outside.
<u>Seam</u>	Drive outside the OT , turn upfield, look for the ball as soon as you pass the LB's-Aiming point is the top of the numbers.
<u>Corner</u>	Drive outside of OT, turn upfield for 8-10 yards, break at a 45 degree angle toward the sideline, continue to sideline getting depth of 20-25 yards.
<u>Post</u>	Release wider than the Flat. Vs. Zone, get width and find open seam. Vs Man , run up on defender and beat him to inside any way possible.

# Running Back Routes



## Running Back Routes

### Check Down

Check your blocking responsibility. Not there best release to check down area.(Don't drift)

### Delay

Set up, let Linebackers drop, take best release, look for ball. If blitz delay off blitz.

### Dart

Check your responsibility, then take best release and go away from your protection.

### Trail

Quick release towards flat area. Trail in first receivers wake.

### Wide

Drive to the outside with slight belly. If Q, Look back for the ball. Continue on the route to outside numbers, then turn upfield.

### Ricky/Lucky

R: Flat route by right RB. Dart route by left RB.  
L: Flat route by left RB. Dart route by right RB.

### Backs Cross

Weak back shallow crosser at 4 yards. Strong back cross as deeper crosser at 6 yds.

### Backs Right

Drive between the OG & OT. Get to 4-6 yards deep. Then cut right at a 90 degree angle.

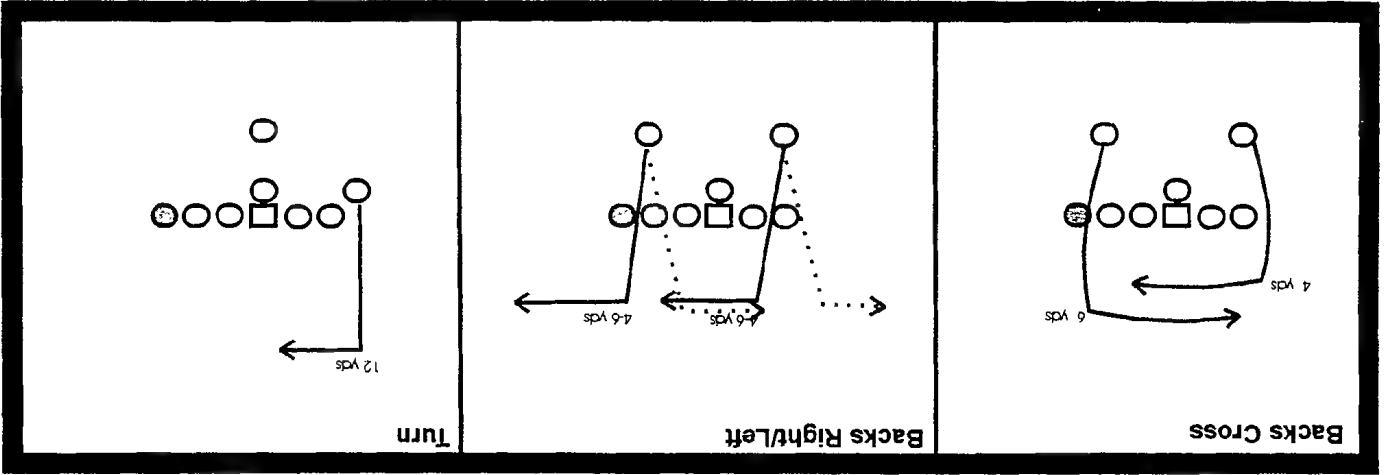
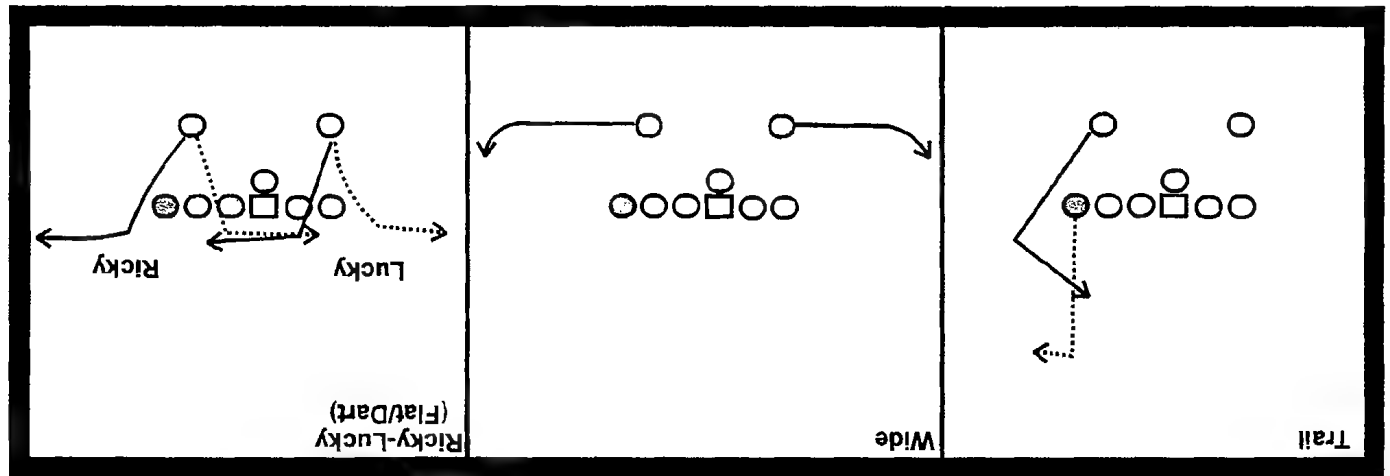
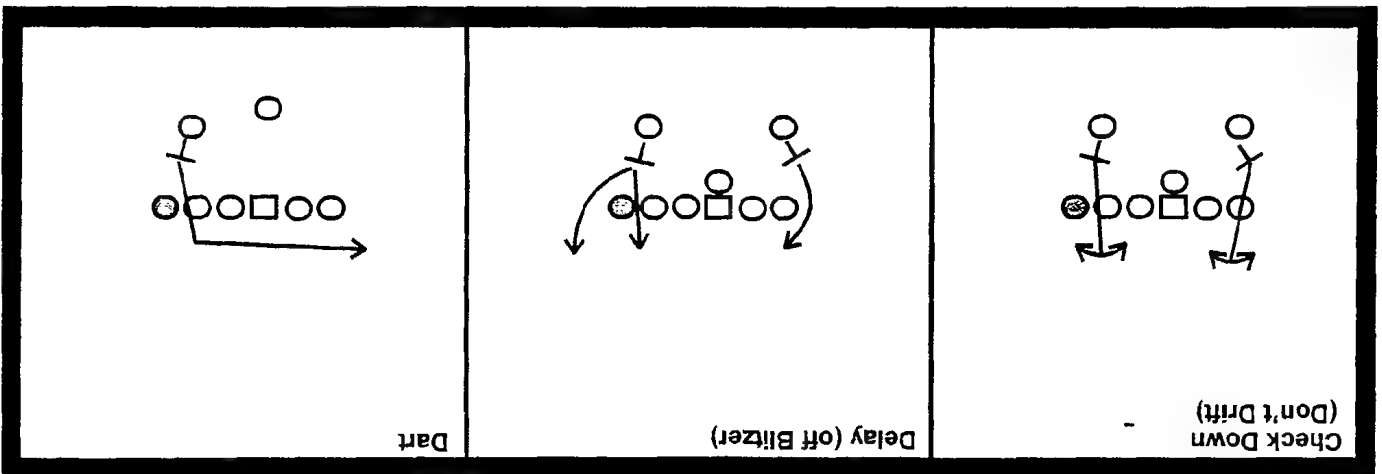
### Backs Left

Drive between the OG & OT. Get to 4-6 yards deep. Then cut left at a 90 degree angle.

### Turn

12 yard in route from the Double position.

# Running Back Routes



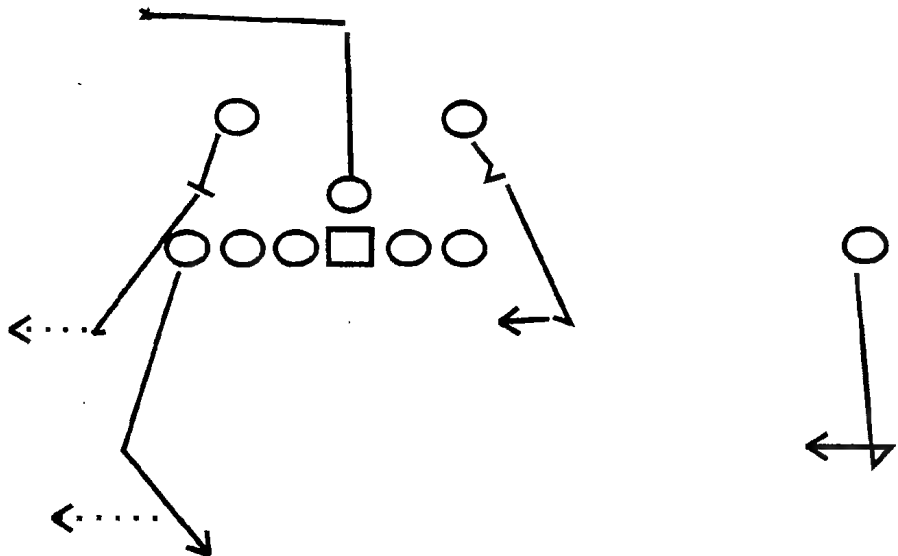


# SCRAMBLE RULES

The QB scrambles toward you. Run a 9 Route.  
 Exception: Play called vs a "9" Route, come back to the QB  
 down the rail.  
 The QB scrambles away from you. Run a crossing route.

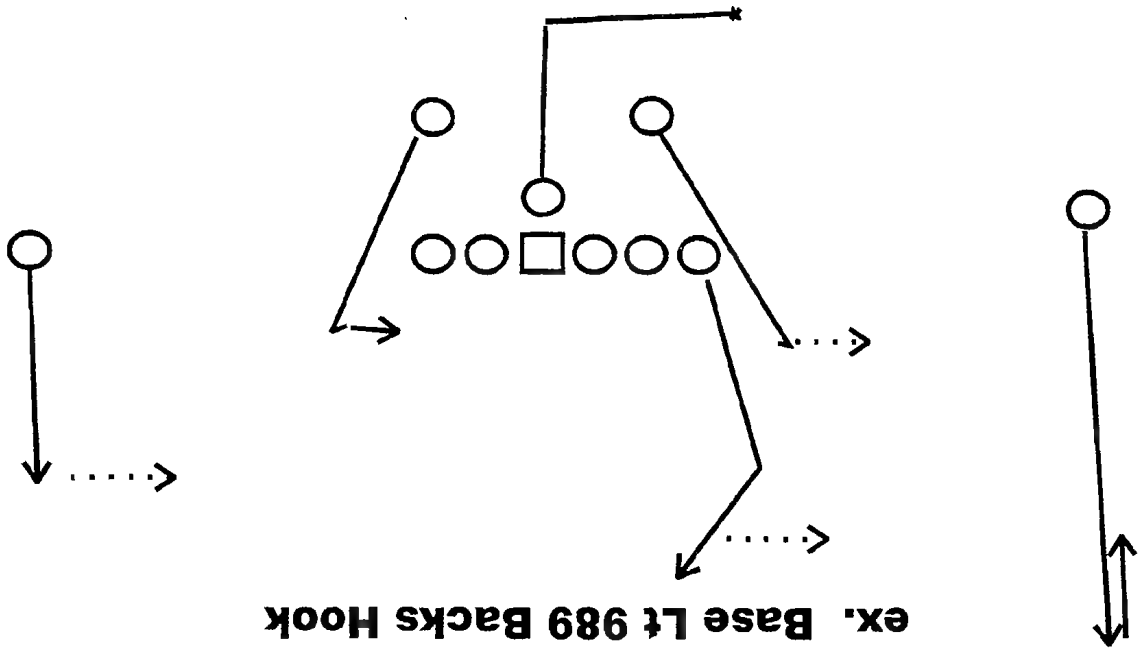
## SPLIT RT

ex. Base Rt 585 Backs Hook



## SPLIT LT

ex. Base Lt 989 Backs Hook



# Pass Blocking Terminology

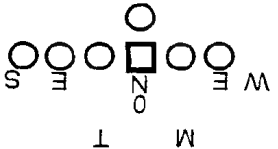
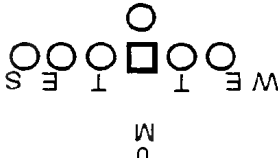
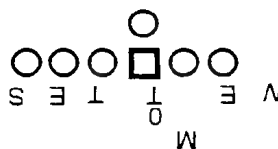
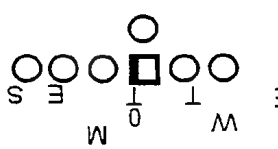
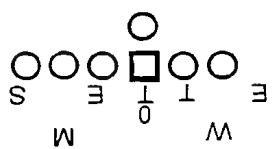
<u>ITEM</u>	<u>PAGE</u>
-------------	-------------

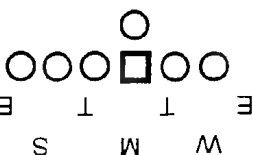
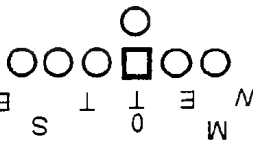
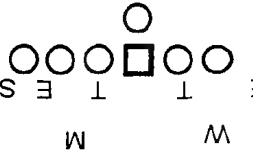
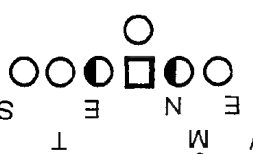
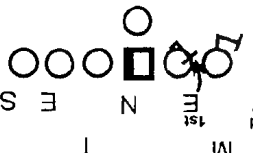
Pass Protection Terms & Calls
-------------------------------

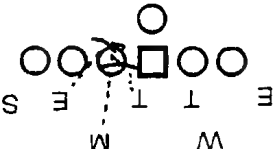
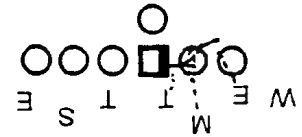
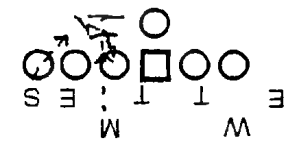
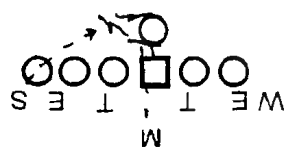
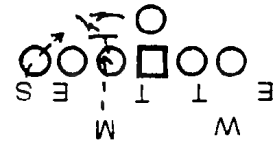
1-9
-----

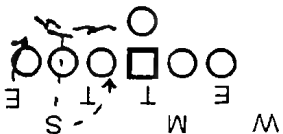
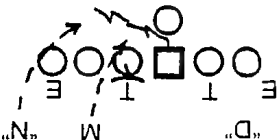
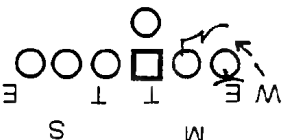
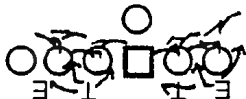
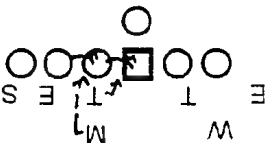
# PASS PROTECTION TERMS and CALLS

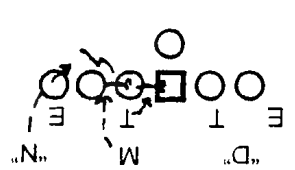
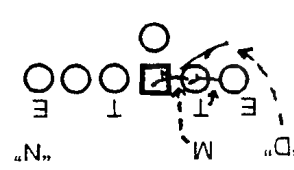
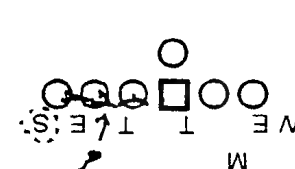
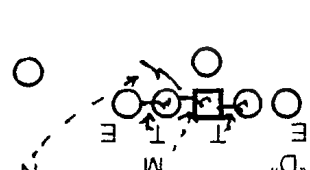
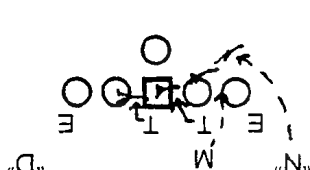
## OFFENSIVE LINE

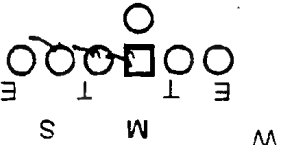
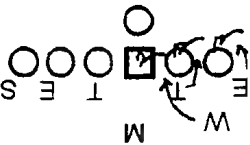
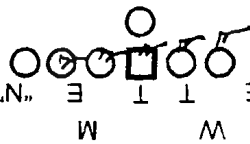
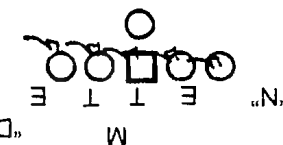
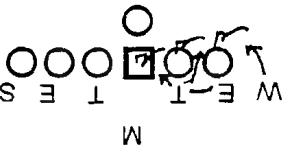
	<p><b>ODD (34)</b> Call made by the center to alert the offensive team that he is covered by a down lineman and he is the "0" man in rule interpretation. (34 LOOK)</p>
	<p><b>EVEN (43)</b> Call made by the center to alert offensive team that he is covered by a linemen and he is the "0" man in rule interpretation. (43 LOOK)</p>
	<p><b>OVER (53)</b> Call made by the center to alert the offensive team that he is covered by a down lineman and the inside guard (strong or formation side guard) is also covered by a down lineman. This is an alert for the center and strong guard to marry-up on any twist.</p>
	<p><b>UNDER (25)</b> Call made by the center to alert the offensive team that he is covered by a down lineman and the off-side guard (weak or away from formation side guard) is also covered by a down lineman. This is an alert for the center and weak guard to marry-up on any twist.</p>
	<p><b>TRIPLE (25)</b> Call made by the center to alert the offensive team that he is covered by a down lineman and both guards are also covered by down lineman.</p>

<p><b>EVEN-MIDDLE (49)</b> Call made by the center to alert the offensive team that he is covered by a linebacker or blitz and he is his responsibility in protection. Used in conjunction with BASE protection.</p> 	<p><b>TRIPLE MIDDLE (57)</b> Call made by the center to alert the offensive team that the defense has aligned into TRIPLE LOOK and that he has the down lineman in the middle in protection. Used in conjunction with BASE protection.</p> 	<p><b>RIGHT</b> Call made by the center to alert the offensive team that he is counting the first linebacker or blitz to the right as the "0" man and he is his responsibility in protection. This call will be made when the center is uncovered.</p> 	<p><b>LEFT</b> Call made by the center to alert the offensive line that he is counting the first linebacker or blitz to the left as the "0" man and he is his responsibility in protection. This call will be made when center is uncovered.</p> 	<p><b>FAN</b> BIG on BIG! Guard has the first man on the l.o.s. and tackle has the second man on the l.o.s.</p> 
--	--	---	--	---

	<p><b>RIGGIN</b> -</p> <p>Call made by the center to tell the right guard to set inside -- feel the "NOSE" and eyeball the LB'er over!</p>
	<p><b>LGGIN</b></p> <p>Call made by the center to tell the left guard to set inside. Feel the "NOSE" and eyeball the LB over.</p>
	<p><b>DUAL READ ("MIKE" TO IT)</b></p> <p>Technique used by the center, guards, and tackles on certain 6-man protections (SCAT, FLOOD) vs 3 or 4 down line fronts. Check the linebacker over - if he does not come, check the outside linebacker to the formation or protection call side.</p>
	<p><b>COLLIE</b></p> <p>Center on a double read vs certain 3 or 4 down line fronts. Center executes a "COLLIE" on SCAT and FLOOD when covered by a linebacker or uncovered.</p>
	<p><b>MOLLY</b></p> <p>Guard on a double read vs certain 3 or 4 down line fronts. Right guard "MOLLIES" on SCAT RT and FLOOD RT protections. Left guard "MOLLIES" on SCAT LT and FLOOD LT protections.</p>

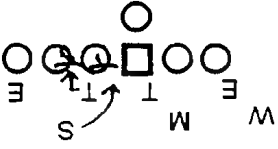
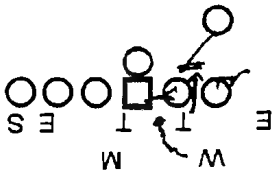


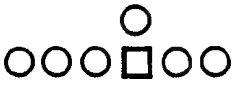
	<p><b>TROLLY</b></p> <p>Tackle on a double read vs certain 3 or 4 down line fronts. Right tackle "TROLLIES" on SCAT RT an FLOOD RT protections. Left tackle "TROLLIES" on SCAT KT and FLOOD LT protections. Tackle will make a squeeze-it call if LB'er stacked inside or walk up in either the "A" or "B" gaps! Squeeze-it tells center or guard on Double Read to keep coming for defensive end.</p>
	<p><b>RT COLLIE</b></p> <p>Pop out technique used by the center when uncovered in nickel looks to cover his blocking responsibility. No blitz - anchor the middle!</p>
	<p><b>WALLIE</b></p> <p>Offside guard on a double read, "Mike" to "Will" vs an over defense. You only have Mike responsibility if he walks up in tuff weakside. Rt guard "WALLIE" on READ LT, SLIDE LT and PASS 7 protections. Lt guard "WALLIES" on READ RT, SLIDE RT and PASS 6.</p>
	<p><b>AREA</b></p> <p>Zone protection between two offensive linemen in picking up twists and blitzes.</p>
	<p><b>SWAP</b></p> <p>This is a pre-snap call whereby the center and adjacent offensive guard will zone off their blocking responsibility. They will set for a gap and block any defender coming into that area, SWAP is the center's call and can be made if LB is stacked over guard to directional call side.</p>

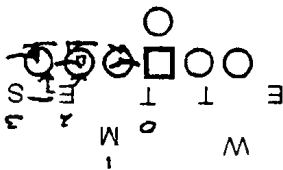
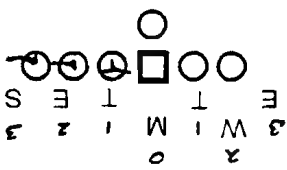
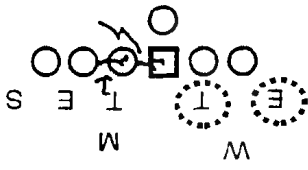
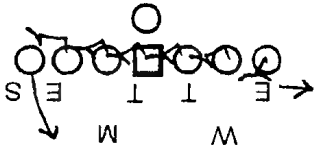
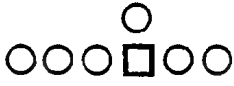
	<p><b>RT - READ IT</b></p> <p>Center and right guard will set to the right and block any defender coming into their area -- no one coming -- continue to slide for a dual read. This call will be made by the center on 6 man protection (SCAT) involving a dual read (Mike to it) when center is uncovered.</p>
	<p><b>LT - READ IT</b></p> <p>Center and left guard will set to the left and block any defender coming into their area -- no one coming -- continue to slide for a dual. This call will be made by the center on 6 man protection (SCAT) involving a dual read (Mike to it) when center is uncovered.</p>
	<p><b>SWOOP</b></p> <p>This is a pre-snap call that can be made by the guard, tackle or tight end when a safety blitz is being executed inside by the defense. Each lineman to the side of the "SWOOP" will set inside (towards the ball) and block any defender coming into his area. This call would be used with SOLID protection.</p>
	<p><b>LIGIN READ-IT</b></p> <p>Center and both guards will set to the right and block any defender coming into their area - no one coming - continue to slide for a DOUBLE READ. This call will be made by the center on 6 Man Protection (SCAT) involving a Double Read (Mike to it) vs over and under fronts!</p>
	<p><b>RIGIN READ-IT</b></p> <p>Center and both guards will set to the left and block any defender coming into their area - no one coming - continue to slide for a DOUBLE READ. This call will be made by the center on 6 Man Protection (SCAT) involving a Double Read (Mike to it) vs over and under fronts!</p>

<p><b>ROGER</b> -</p> <p>A pre-snap call made by any offensive lineman to alert the line we are sliding to the <u>right</u>. Used in conjunction with Slide Protection.</p>	
<p><b>LOUIE</b></p> <p>A pre-snap call made by any offensive lineman to alert the line we are sliding to the <u>left</u>. Used in conjunction with Slide Protection.</p>	
<p><b>BIG LOUIE</b></p> <p>This is a pre-snap call to alert the center and both guards and right tackle to zone off their blocking responsibilities. They will set to the <u>left</u> and block any defender coming into their area.</p>	
<p><b>BIG ROGER</b></p> <p>This is a pre-snap call to alert the center and both guards and left tackle to zone off their blocking responsibilities. They will set to the <u>right</u> and block any defender coming into their area.</p>	
<p><b>HARD</b></p> <p>This is a pre-snap call made by the OT when he and the guard are covered by down lineman and there is a defender aligned on the I.O.s. Outside. This is an alert to the guard to make a SLIDE-IT call so that the center, guard &amp; tackle can "area" block the 3 defenders on the I.O.s. This call can be made on SLIDE and READ Protections or on PASS 6-7. It can also be used on Scat type protection vs nickel looks when the center or QB has made a directional call to the side of the HARD LOOK.</p>	



	<p><b>LYNN</b></p> <p>This is a pre-snap call made by the right offensive tackle on Slide Protection. This is a three (3) man slide involving the right tackle; right guard and center to the left to handle the "MIKE" linebacker in a triple look!</p>
	<p><b>RUBY</b></p> <p>This is a pre-snap call made by the left offensive tackle on Slide Protection. This is a three (3) man slide involving the left tackle; left guard and center to the right to handle the "MIKE" linebacker in a triple look!</p>

<p><b>SQUEEZE-IT</b></p> <p>This is a pre-snap call whereby the offensive tackle and adjacent offensive guard will <u>zone off</u> their blocking responsibility. They will set for a gap inside (towards the ball and block any defender coming into that area. SQUEEZE is the tackle's call and can only be made if center has not made directional call to your side.</p>	
<p><b>HEAVY</b></p> <p>This is a pre-snap whereby the offensive guard and back will <u>zone off</u> their blocking responsibility. The guard will set <u>inside</u> (toward the ball) and block any defender on the guard!</p> <p>NOTE: <u>Never</u> when QB aligned in "SHOT GUN".</p>	
<p><b>QUICK</b></p> <p>When the QB gives the word "QUICK" prior to a protection call, he is alerting the offensive team that he is only taking a 3 STEP DROP. Use the rules that apply to that particular protection but take your blocking responsibility. On or near the l.o.s. -- BE STOUT!</p>	
<p><b>FIRM</b></p> <p>All dropback protections are firm unless the QB gives the word QUICK or DEEP prior to the protection call. Be stout on your technique.</p>	
<p><b>DEEP</b></p> <p>When QB uses "DEEP" he is alerting the offense that he is taking a 7 STEP DROP. Use the rules that apply to that protection and note that the QB will set approximately 9 yards deep.</p>	

	<p><b>SLOW</b></p> <p>Term used to denote that TIGHT END (Y) is given a blocking responsibility of #3 in certain dropback pass protections!</p> <p>Ex: SOLID, MAX and SLIDE! He will "Marry-Up" with the outside tackle to handle any twists or blitzes.</p>
	<p><b>SOLID</b></p> <p>A term used to denote that the outside guard, #2, and #3 in certain drop back pass protections. (SOLID / SLIDE). Also could include FB in certain CWM situations!</p>
	<p><b>GILIGAN</b></p> <p>A term used to denote that the guard and tackle away from the center's call are on an "ISLAND". Work together to handle all twists such as E/T and T/E games!</p>
	<p><b>SLAM</b></p> <p>A block used on Hide Protection whereby the offensive blocker will use a hard head and shoulder contact on the END man to keep him on or near the l.o.s. And then release for the other part of his assignment!</p>
	

# Base Protection

**ITEM** **PAGE**

1-3	Base Protection
4	Base Rt 383 Backs Rt or Lt
5	Base Rt 444 Backs Flat
6	Deep Base Rt 585 Backs Hook
7	Deep Base Rt 628 Flat Check
8	Deep Base Lt 866 Lucky
9	Base Lt 989 Backs Rt or Lt
10	Base Lt 983 Backs Hook
11	Deep Base Rt 985 Backs Hook

# BASE PROTECTION

(Split Flare)

7 Man Protection – 5 Step Drop

**FB/HB:**

Block Sam to Strong Safety. N/T = Route

**HB/FB:**

Block Will to Free Safety to Weak Corner. N/T = Route.

**Y:**

Check Strong Safety (Block your way out). If S/S blitzes outside block him. S/S blitzes inside block Sam.

**LINE:**

7 Man Protection

4 Man Line- Big on Big plus the Mike

3 Man Line- **Riggin** or **Liggin** strong. Offside Guard open out.

Note: Can game plan **Fan** weak vs. a 34 front. Any strong or weakside reduction will be treated as a 4 man line (big on big).

A.) Center responsible for identifying Mike (#0).

**Riggin/Liggin** calls used vs. an over or under fronts. If covered by LB, **Even Middle** call.

When uncovered RT/LT Swap, **Roger** or **Louie** calls made.

Vs. Over front with Backers moved strong (BOS), **Roger** or **Louie** calls used.

Will use "**Check 30**" call vs. various triple looks.

## Protection Notes

A.) "I" formation- HB goes weak FB goes strong.

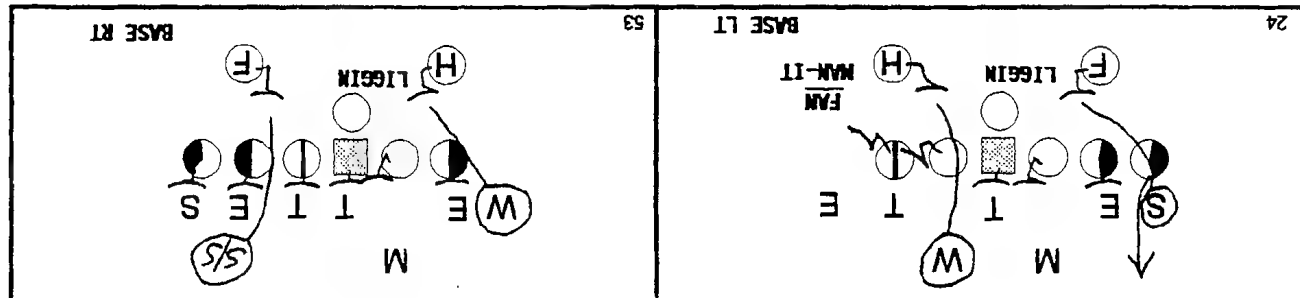
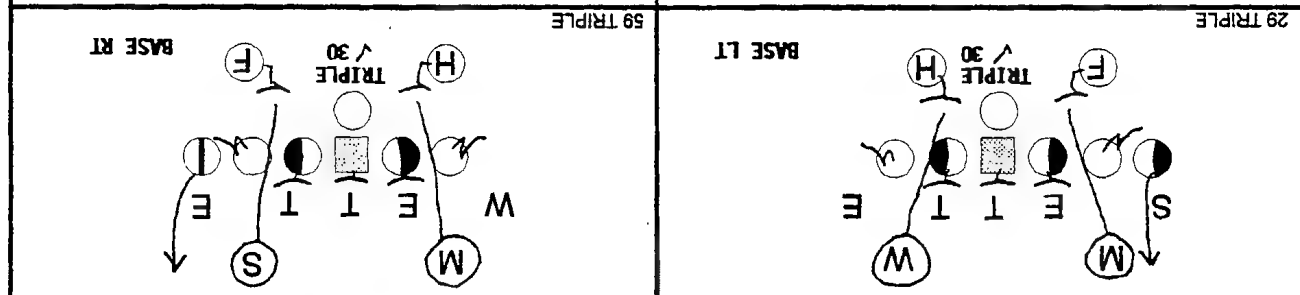
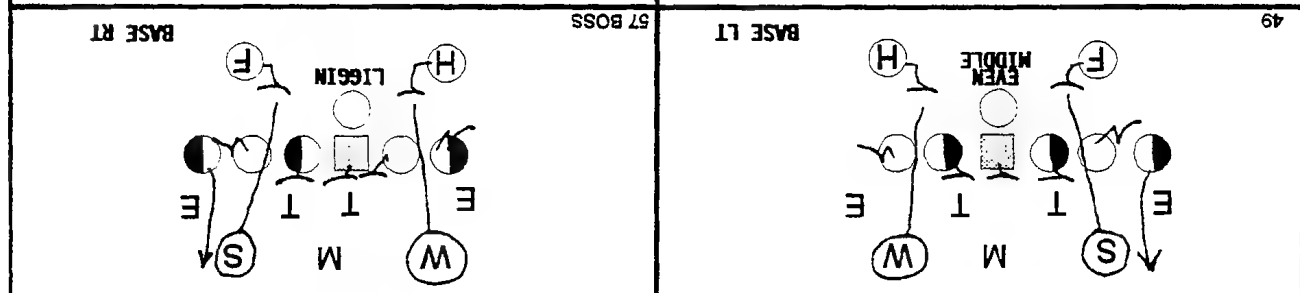
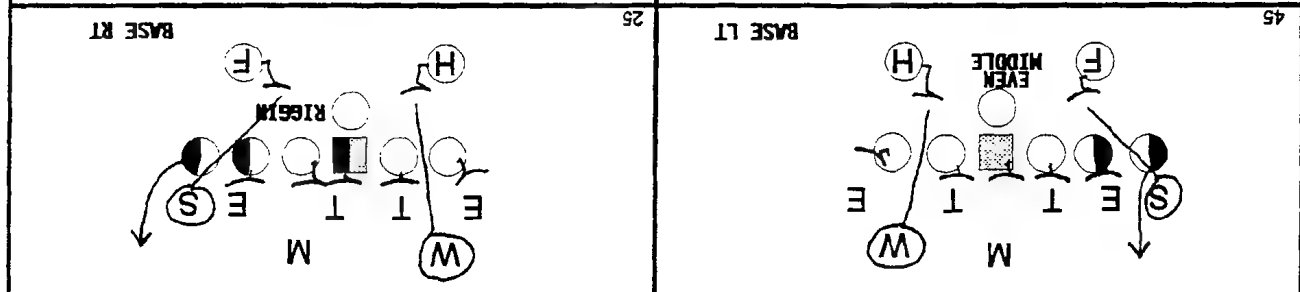
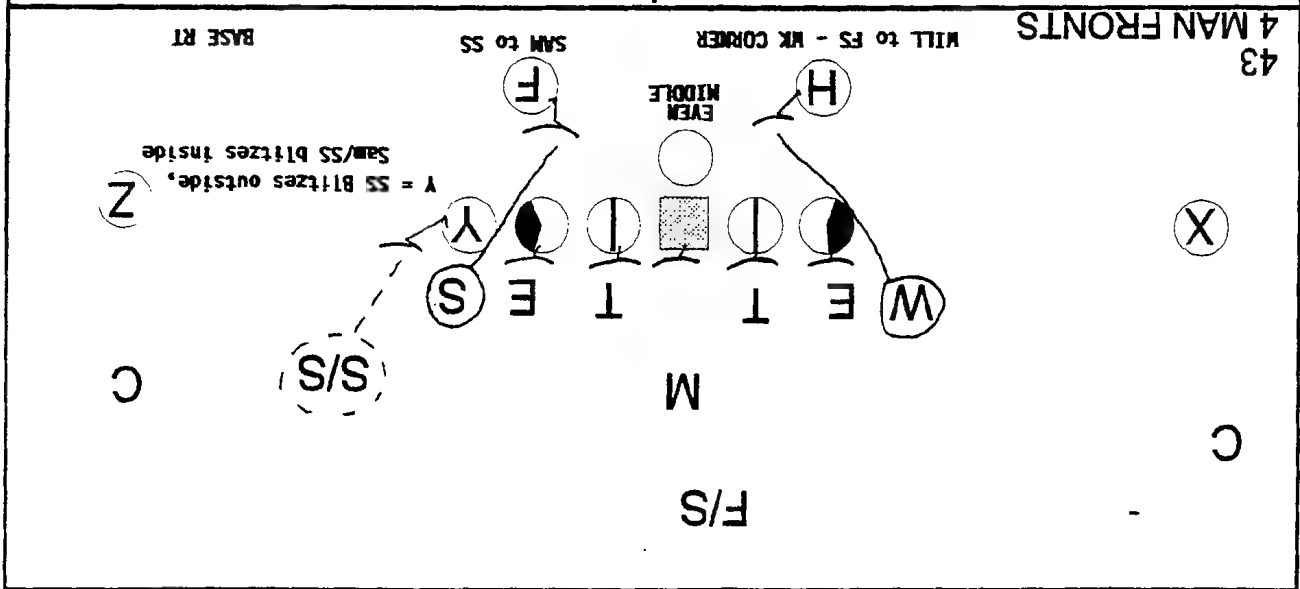
B.) QB adds "Deep" to protection call = 7 step drop.

Ex. "Deep Base Right 628 Flat Check."

C.) vs. 3 Man Line, **Fan** call is game planned. Offside tackle , if will LBer walked or out, make **Solid** call.

HB blocks Will.

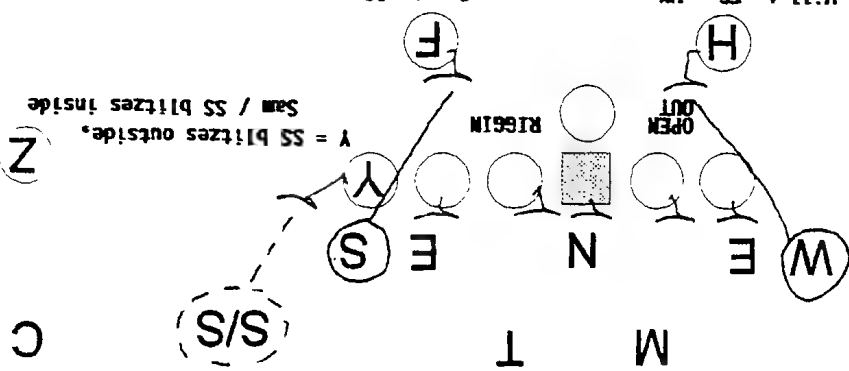
# Base Protection



# Base Protection

F/S

Sam / SS blitzes outside.  
Y = SS blitzes inside



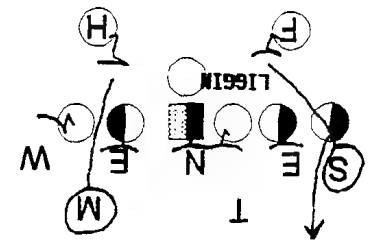
NOTE: Can game plan  
FAN  
Weakside

X

C

34  
3 MAN FRONTS

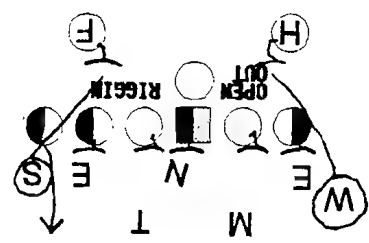
BASE LT



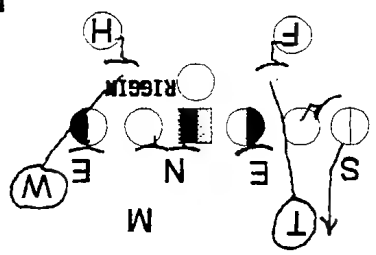
35

34 OFFSET

BASE RT



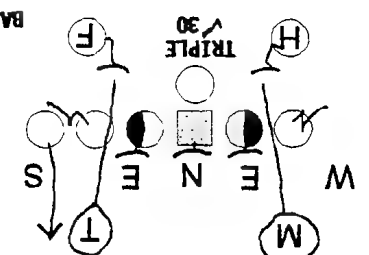
BASE LT



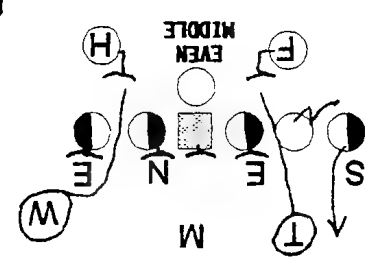
37

39 TRIPLE

BASE RT



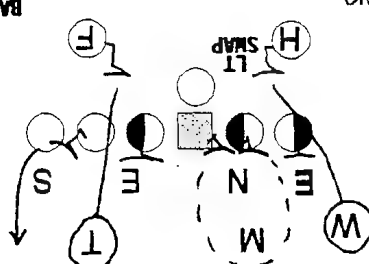
BASE LT



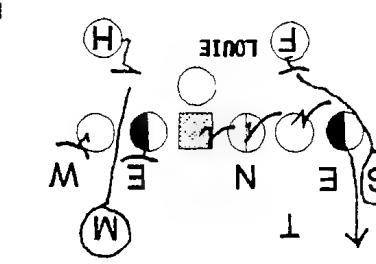
36

36 (MIKE WEAK)

BASE RT



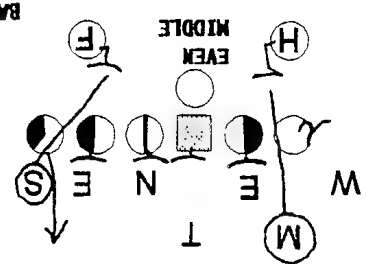
BASE LT



38 WIDE

38

BASE RT

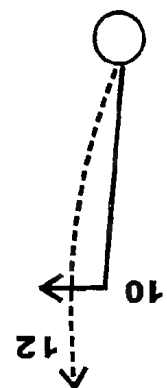
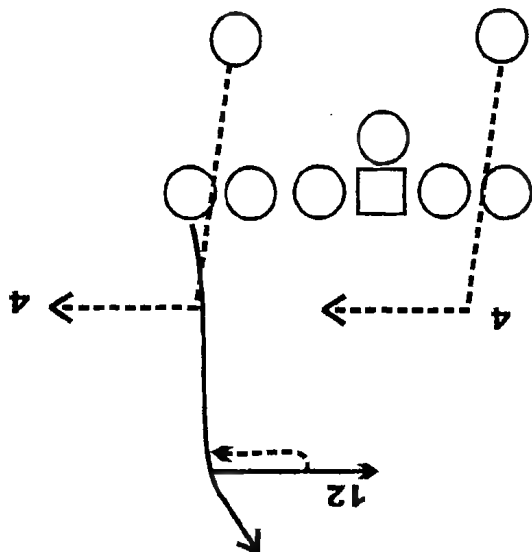


# MIAMI DOLPHINS - OFFENSE

SPLIT RT.

BASE RT. 383 BACKS RIGHT OR LEFT

Split  
Weak  
Strong



<b>X</b>	<b>OUTSIDE 3 ROUTE</b>	<b>COV 2 ADJ = 9 ROUTE</b>
<b>Y</b>	<b>INSIDE 8 ROUTE</b>	
<b>Z</b>	<b>OUTSIDE 3 ROUTE</b>	<b>COV 2 ADJ = 9 ROUTE</b>
<b>FB</b>	<b>CHECK - Right or Left</b>	
<b>HB</b>	<b>CHECK - Right or Left</b>	
<b>QB</b>	<b>5 STEP DROP</b>	<b>VS COV 3 LOOK FOR X or Z, N/T LOOK FOR BACKS</b> <b>COV 2 or 8 LOOK STRONG SIDE FOR STRETCH BY Y &amp; Z, N/T, FB</b>

NOTES

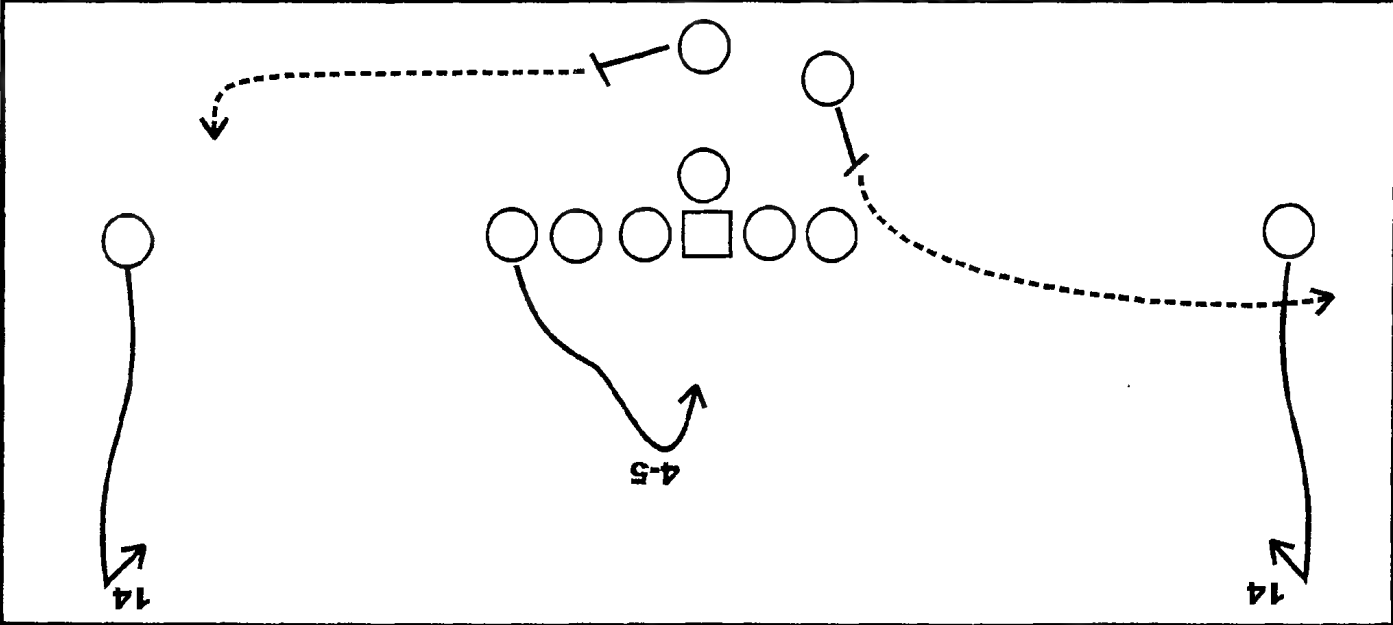
**X = SITE ADJ VS WILL - FS or WILL WK-CORNER (2 WEAK)**  
**SITE ADJ = HITCH**

**QB = DEEP BASE = 7 STEP DROP**



MIAMI DOLPHINS - OFFENSE

WEAK RT.  
BASE RT. 444 BACKS FLAT  
Split  
Strong  
Weak



X	OUTSIDE 4 ROUTE
Y	INSIDE 4 ROUTE C.P. 4-5 YARDS-GET OPEN
Z	OUTSIDE 4 ROUTE
FB	CHECK - FLAT
HB	CHECK - FLAT
QB	5 STEP DROP Y FIRST THEN Z TO BACK. Y FIRST THEN X TO BACK. (Vs STRONG ROTATION)

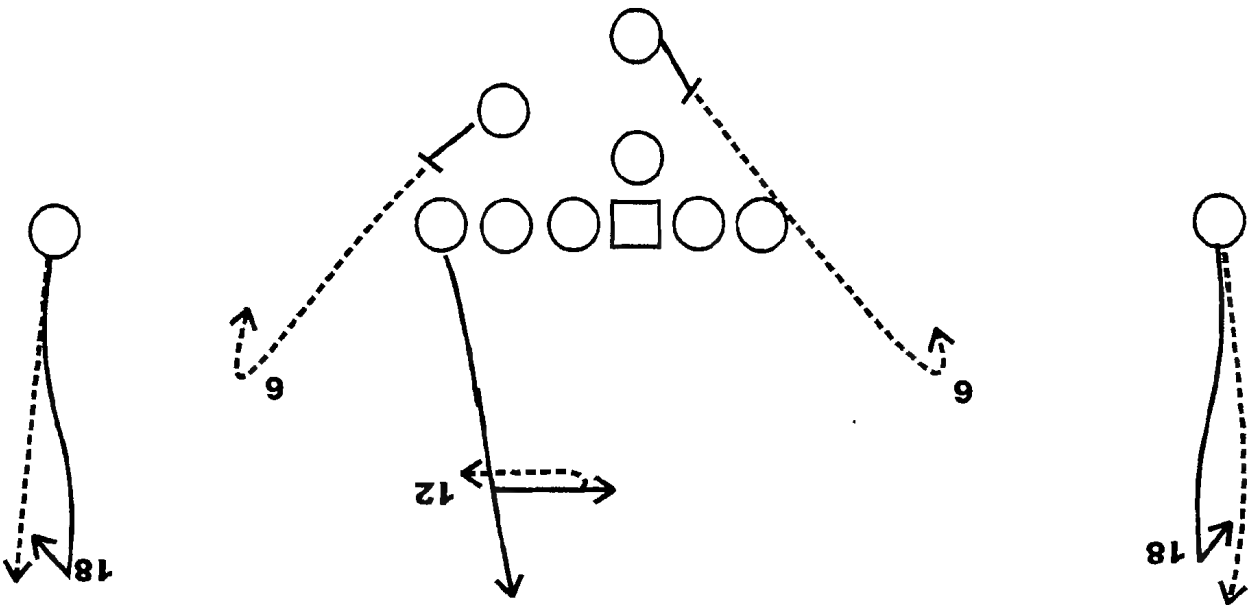
NOTES

Y = 4 to 5 yards  
X & Z = 14 yards

# MIAMI DOLPHINS - OFFENSE

Split  
Weak  
Strong

STRONG RT.  
DEEP BASE RT. 585 BACKS HOOK



<b>X</b>	OUTSIDE 5 ROUTE	COVER 2 ADJ = 9 ROUTE
<b>Y</b>	INSIDE 8 ROUTE	
<b>Z</b>	OUTSIDE 5 ROUTE	COVER 2 ADJ = 9 ROUTE
<b>FB</b>	CHECK - HOOK	
<b>HB</b>	CHECK - HOOK	
<b>QB</b>	7 STEP DROP	COVER 3 LOOK FOR X N/T HB. ROTATION WEAK READ Y/Z/FB. COV 2 or 8 WORK STRETCH OF Y/Z N/T FB.

NOTES

1. Possible Backs Cross
2. Possible 5 Step Drop

QB	7 STEP DROP Y VS M/M. ZONE WORK HIGH TO X - LOW TO Y N/T HB. NO SAFETY IN MIDDLE LOOK FOR POST.
HB	CHECK DOWN - WEAKSIDE OF BALL - LET Y CLEAR
FB	CHECK - FLAT
Z	OUTSIDE 8 ROUTE
Y	INSIDE 2 ROUTE C.P. IF WALLED OFF HOOK UP ON NUMBERS
X	OUTSIDE 6 ROUTE

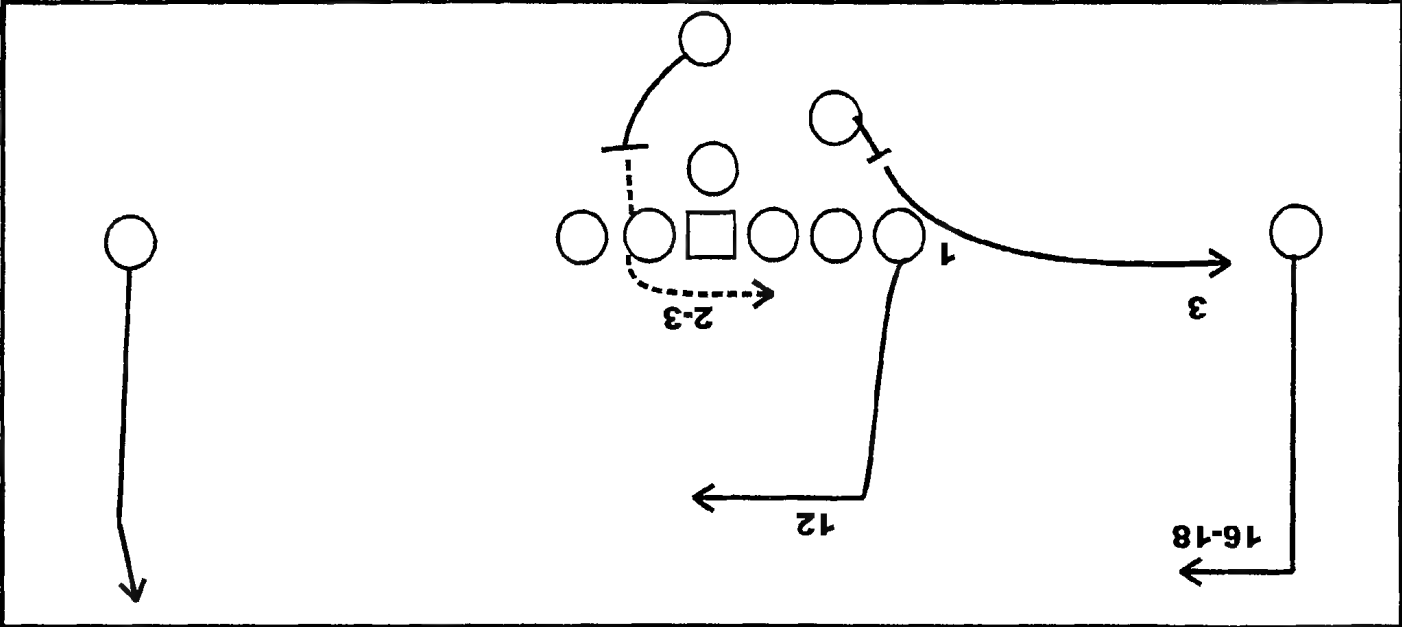
  

The diagram illustrates a football play setup. At the top, the line of scrimmage features a center (C), two guards (G), and two tackles (T). Behind the center is a fullback (FB), and to the right is a running back (RB). A wide receiver (WR) is positioned on the far right. A defensive player (DB) is on the far left. The routes are as follows: Route 1 is a short route to the WR; Route 2-4 is a route to the RB; Route 3 is a route to the DB; Route 4-6 is a route to the WR; and Route 16-18 is a route to the WR.

Split Weak Strong

MIAMI DOLPHINS - OFFENSE

STRONG LT.  
DEEP BASE LT. 866 LUCKY  
Split  
Strong



<b>X</b>	<b>OUTSIDE 8 ROUTE (LOOK) COV 2/8 = 9 ROUTE</b>
<b>Y</b>	<b>INSIDE 6 ROUTE C.P. NO STEM</b>
<b>Z</b>	<b>OUTSIDE 6 ROUTE</b>
<b>FB</b>	<b>CHECK - FLAT</b>
<b>HB</b>	<b>CHECK - DART</b>
<b>QB</b>	<b>7 STEP DROP</b> COV 3 QUICK FIVE STEPS LOOK FOR X. ANY OTHER COVERAGE LOOK Y/Z N/T BACKS.

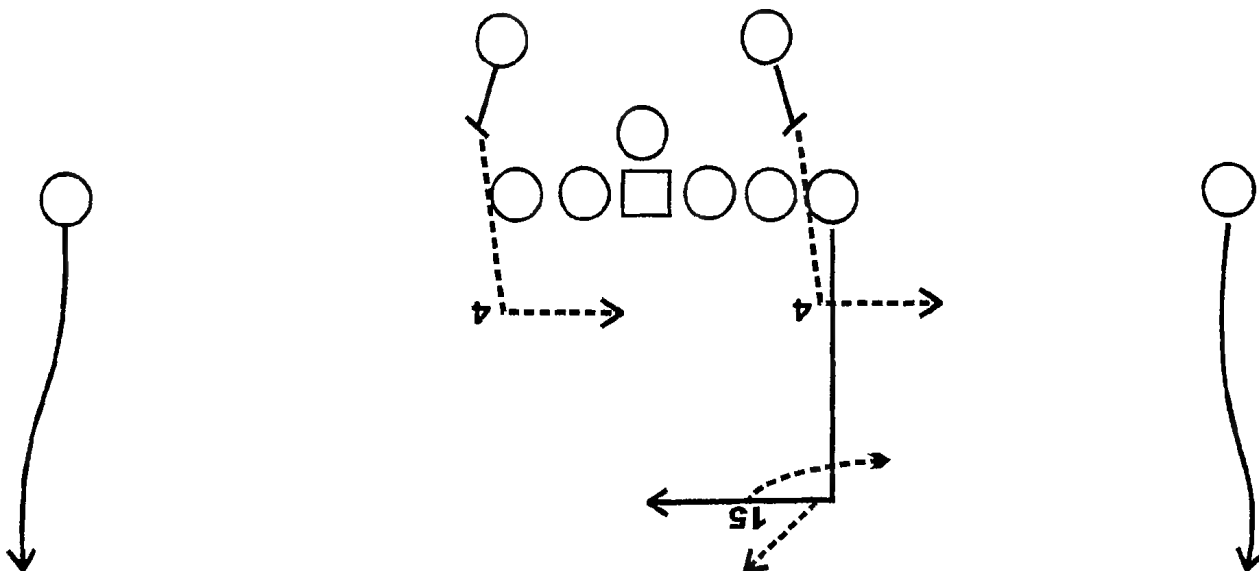
NOTES

# MIAMI DOLPHINS - OFFENSE

SPLIT LT.

BASE LT. 989 BACKS BKS RT OR LT

Split  
Weak  
Strong



OUTSIDE 9 ROUTE

X

INSIDE 8 ROUTE

Y

OUTSIDE 9 ROUTE

Z

CHECK - Right or Left

FB

CHECK - Right or Left

HB

5 STEP DROP  
Vs COV 3 LOOK X or Z N/T LOOK FOR BACKS  
COV 2 or 8 LOOK FOR Y/Z STRETCH N/T FB

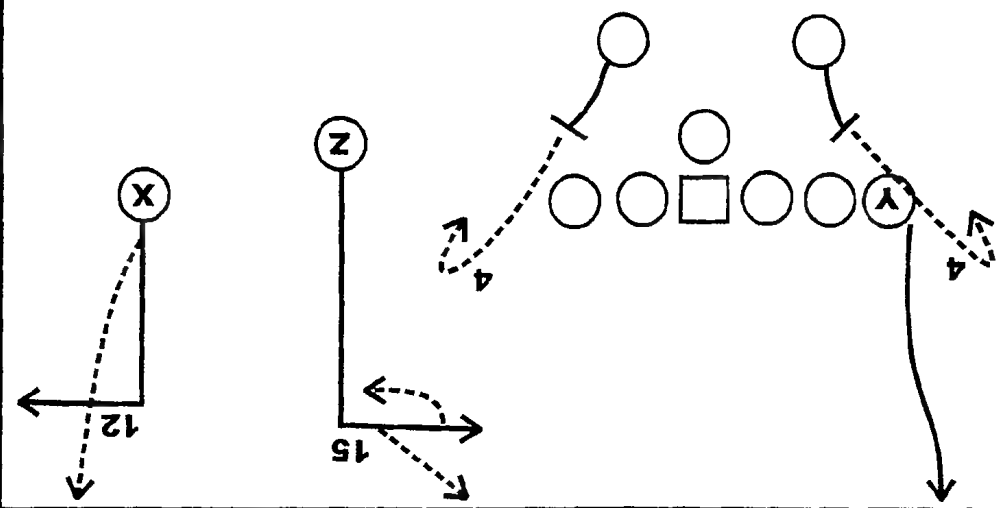
QB

NOTES

# MIAMI DOLPHINS - OFFENSE

SPLIT LEFT SLOT  
BASE LT. 983 BACKS HOOK

Split  
Weak  
Strong



<b>X</b>	<b>OUTSIDE 3 ROUTE (COV 2 = TAKEOFF) (M/M - RUN ROUTE)</b>
<b>Y</b>	<b>OUTSIDE 9 ROUTE</b>
<b>Z</b>	<b>INSIDE 8 ROUTE</b>
<b>FB</b>	<b>CHECK SAM N/T HOOK</b>
<b>HB</b>	<b>CHECK WILL N/T - HOOK</b>
<b>QB</b>	<b>5 STEP DROP: X FIRST N/T Z to HB COV 2 - X/Z STRETCH N/T HB</b>

NOTES

# **Base Protection**

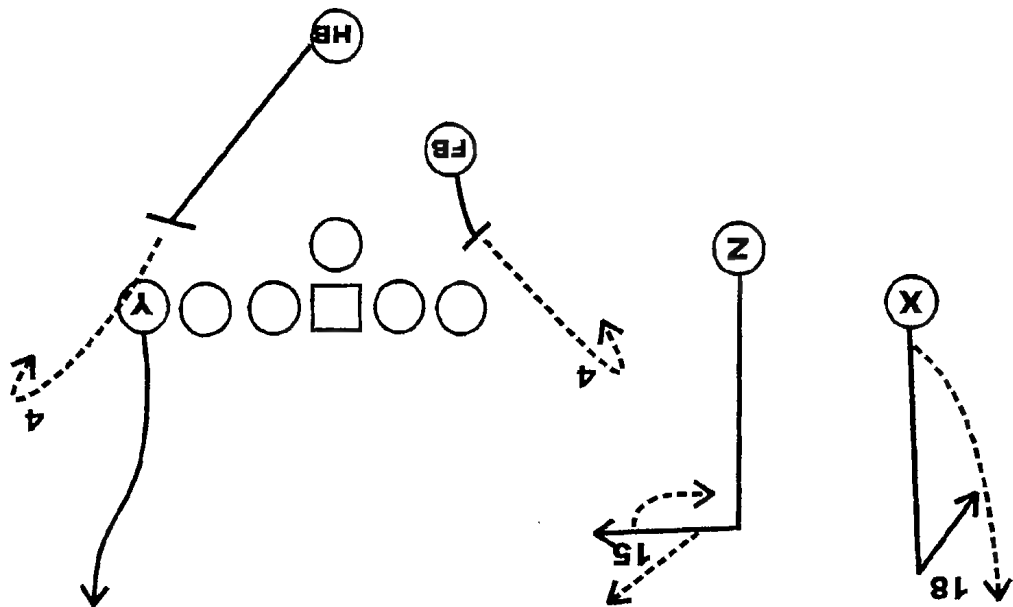
---

## **Slot Routes**

# MIAMI DOLPHINS - OFFENSE

Split  
Strong  
Weak

WEAK RIGHT SLOT  
DEEP BASE RT. 985 BACKS HOOK



OUTSIDE 5 ROUTE (COV 2 = TAKEOFF)

Y

OUTSIDE 9 ROUTE

Z

INSIDE 8 ROUTE

FB

CHECK WILL N/T HOOK

HB

CHECK SAM N/T - HOOK

QB

7 STEP DROP: COV 3 - X to Z to FB  
COV 2 - X/Z STRETCH N/T FB

NOTES



# Scat Protection

**ITEM**                      **PAGE**

Scat Protections	1-3
Deep Scat Rt 080 Smash	4
Scat Rt 839 F Flat	5
Scat Rt 894 Backs Flat	6
Scat Rt 999 Seam Dart	7
Scat Rt 831 Shoot Z Trail (Z)	8
Scat Rt 831 Shoot (Z)	9
<u>Scat Protection Slot</u>	
Scat Rt 360 Shoot Y Pump	10
Scat Rt 346 Flat	11
Scast rt 394 Flat (Y Pump)	12

# SCAT PROTECTION

(Strong Flare)  
 6 Man Protection - 5 Step Drop

FB/HB: Free release.

HB/FB: Block Will to Free Safety to Weak Corner. N/T = Route.

Y: Route.

LINE:

6 Man Protection

4 Man Line- Mike to it (Mollie, Collie, or Trolle).

3 Man Line- Mollie strong, Riggins or Liggins weakside.

Note: Can game plan Fan weak. Any strong or weakside

reduction will be treated as a 4 man line (big on big).

A.) Center responsible for identifying Mike(#0).

If covered by LB, Even Collie Mike to it.

Uncovered RT/LT Collie, (may use Rt or Lt with a

Read It).

Vs. any Over front, Riggins and Liggins calls will be

used.

Vs. Over Boss (53,57) Riggins and Liggins Read It.

B.) Onside Guard, if covered by a LB, Mollie (Mike to it).

Otherwise Big on Big.

C.) Onside Tackle man block #2. If #2 is LB, Trolle. If LB

stacked inside or walked up in either A or B gap

Squeeze-It.

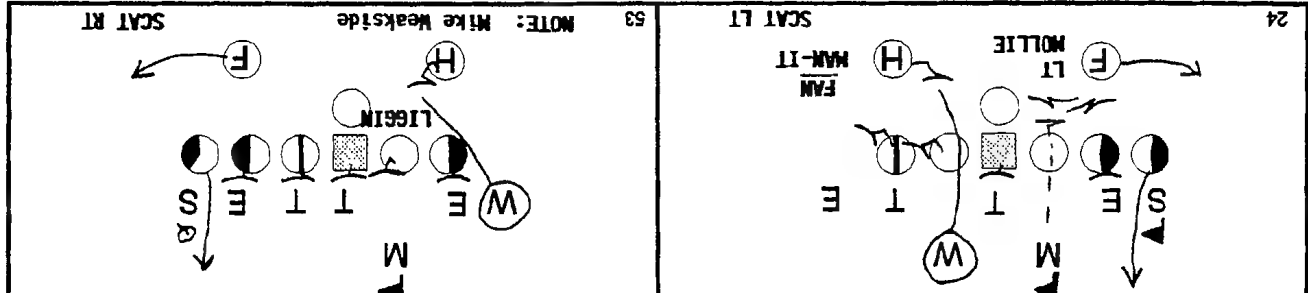
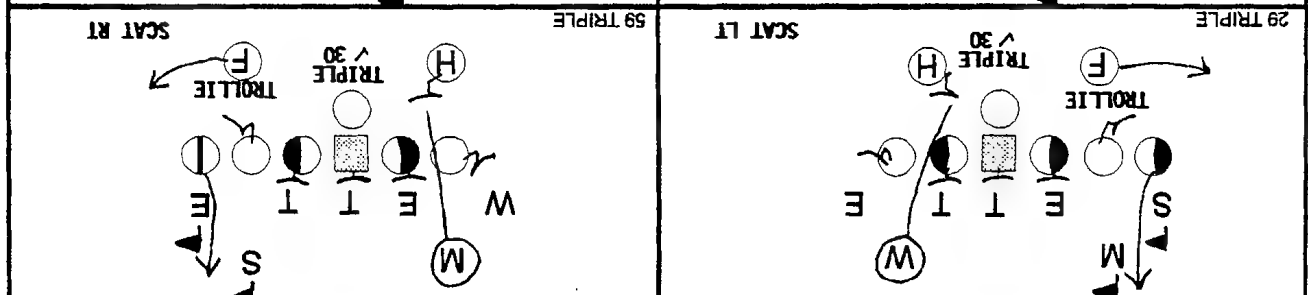
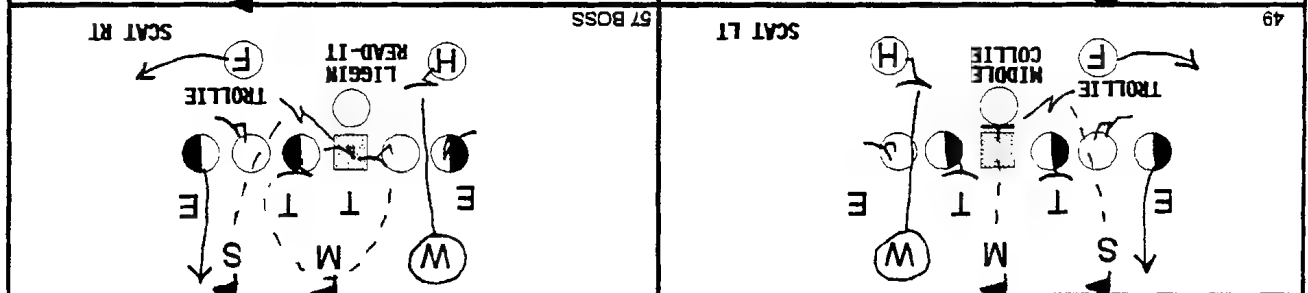
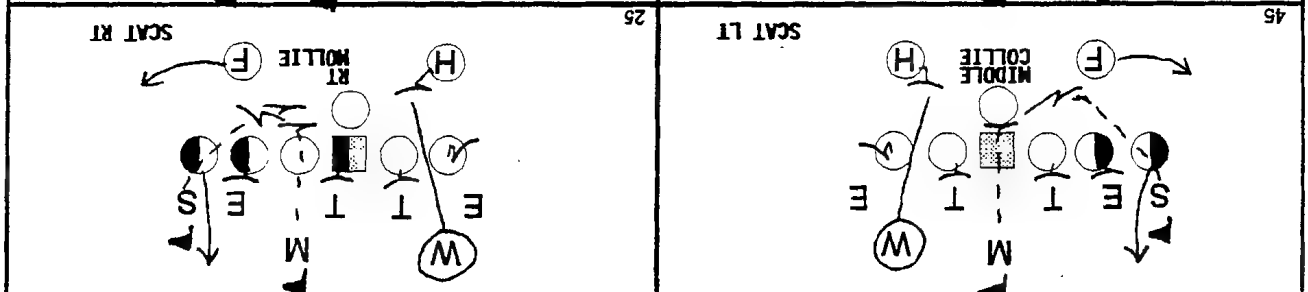
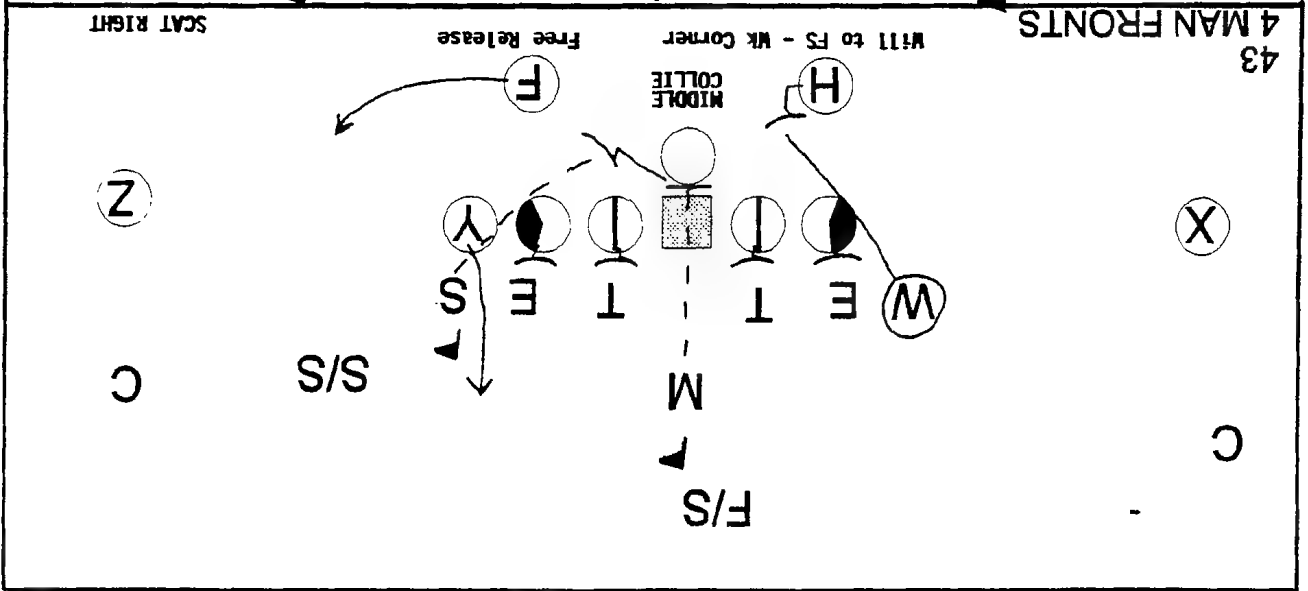
D.) Offside Guard and Tackle same as Base Protection

(Big on Big). Note: Offside Guard Alert "Heavy Call".

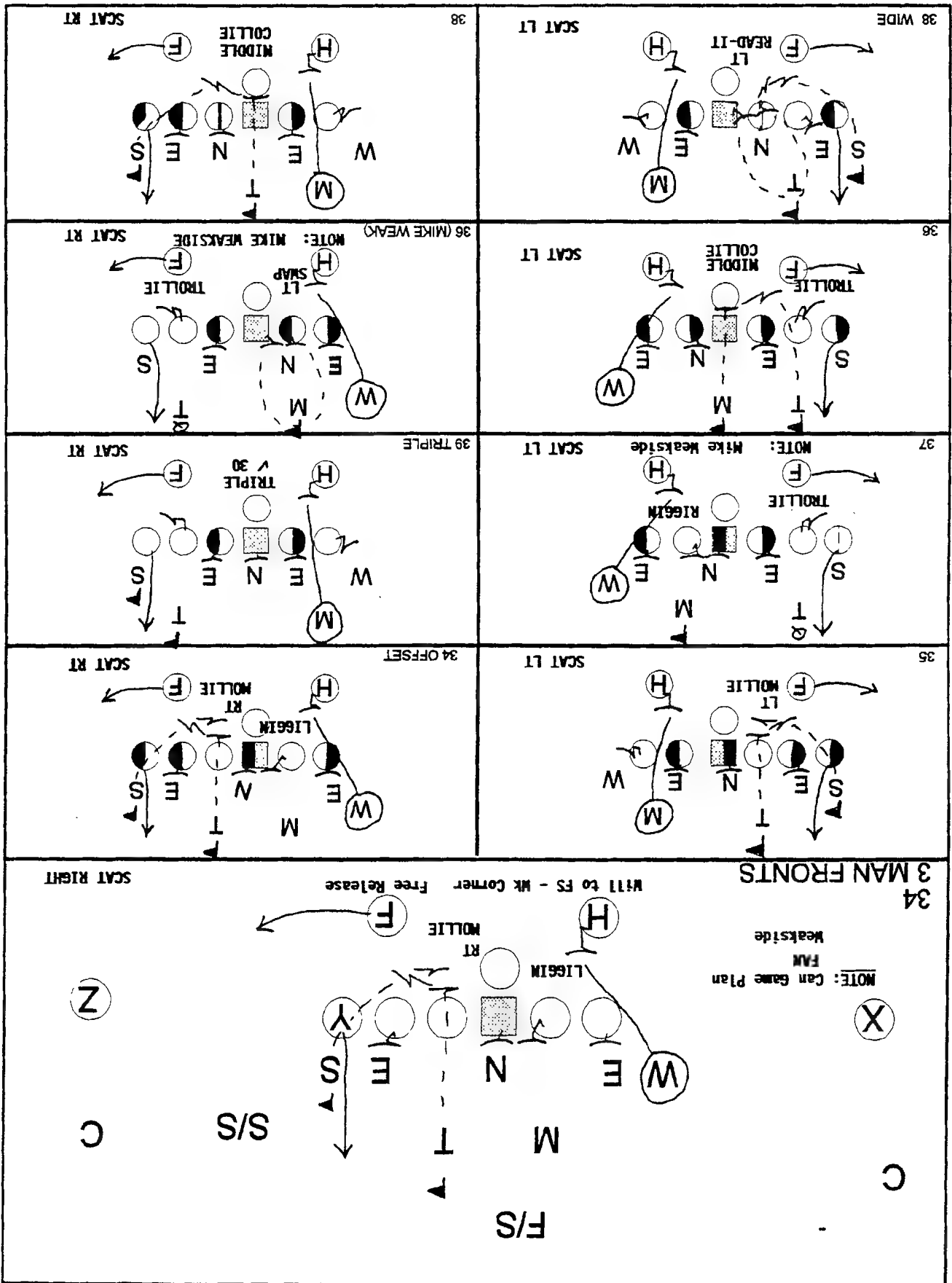
## Protection Notes:

- A.) Even or Over front, Mike weakside, Hot vs 1 Blitz
- strongside. QB must point out Mike when weakside.
- B.) QB adds "deep" to protection call = 7 step drop.
- Ex. "Deep Scat Right 785 Option Out."
- C.) vs 34 look, can gameplan Fan weakside.
- D.) QB throw Q vs. 2 blitzers strongside.

# Scat Protection

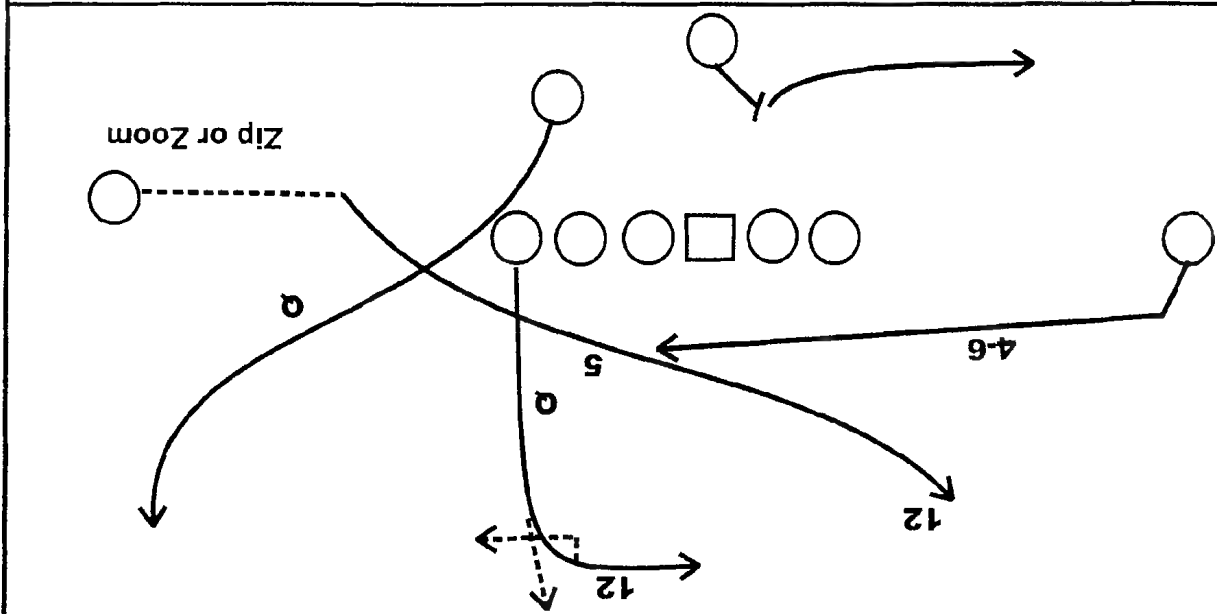


## Scat Protection



# MIAMI DOLPHINS - OFFENSE

STRONG RT. ZIP  
DEEP SCAT RT. 080 F SHOOT (SMASH)  
Split  
Strong  
Trips



<b>X</b>	OUTSIDE ZERO ROUTE
<b>Y</b>	INSIDE 8 ROUTE (a)
<b>Z</b>	OUTSIDE ZERO ROUTE
<b>FB</b>	FREE RELEASE - SHOOT (a)
<b>HB</b>	CHECK - WIDE
<b>QB</b>	7 STEPS: COVER 3 WORK Y TO X. M/M LOOK FOR FB N/T Y/X. ALERT Y/FB VS STRONG BLITZ.

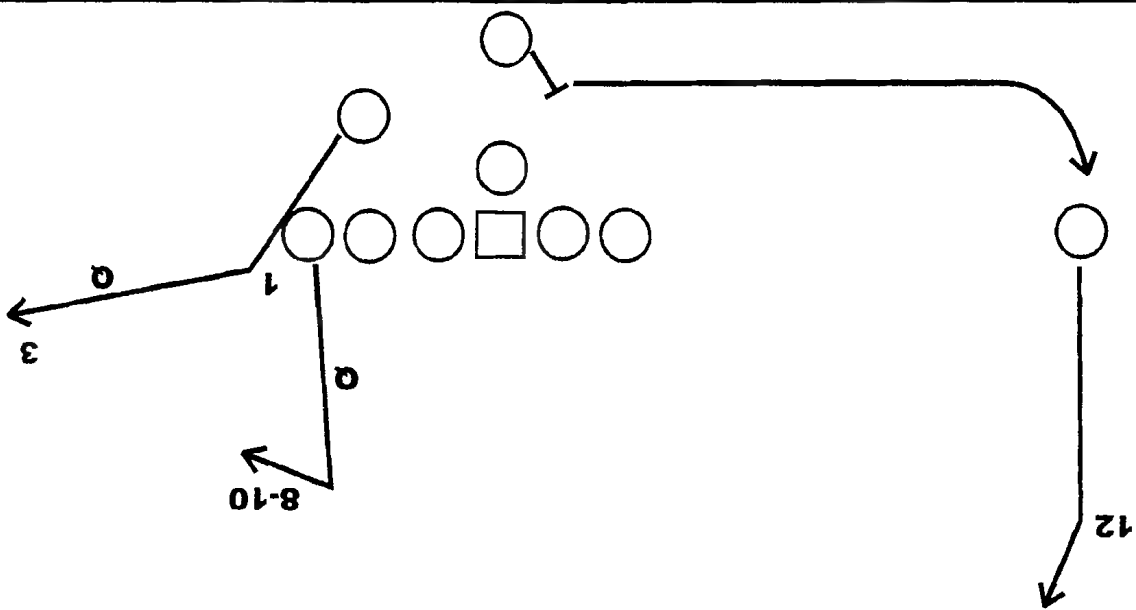
NOTES

# MIAMI DOLPHINS - OFFENSE

SPLIT RT.

SCAT RT. 839 FLAT

Split  
Strong  
Trips



X OUTSIDE 8 ROUTE (LOOK) VS PRESS or ROTATION RUN 9 ROUTE

Y 3 ROUTE (a)

Z OUTSIDE 9 ROUTE-INSURE OUTSIDE RELEASE

FB FREE RELEASE - FLAT (a)

HB CHECK - FLAT OR WIDE IF IN DOT

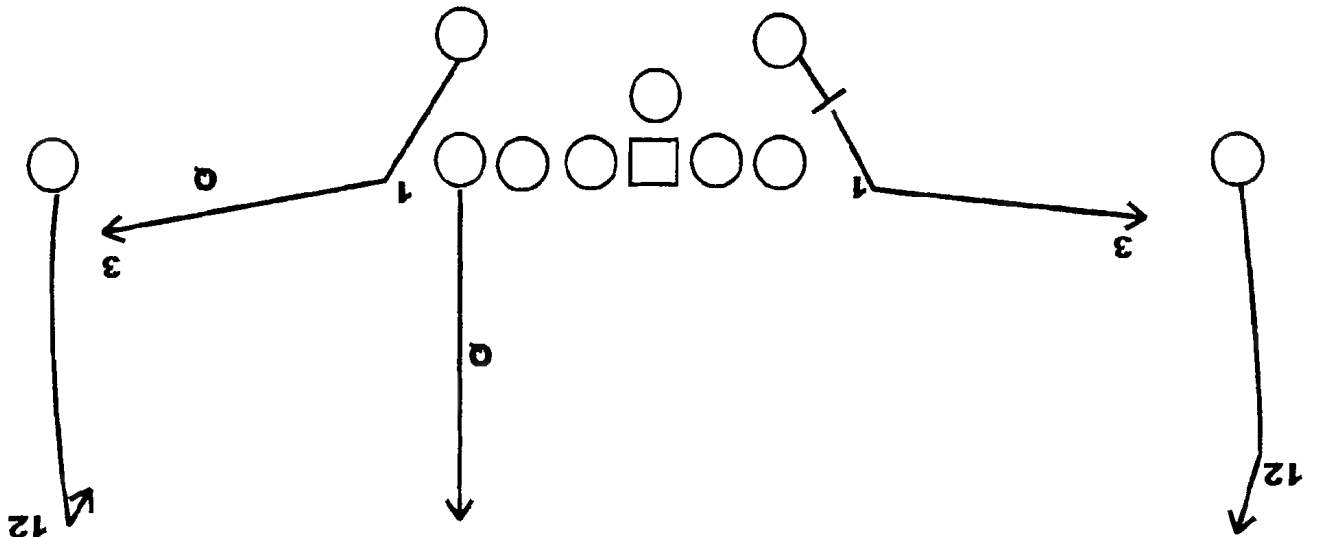
5 STEP: LOOK FOR X, N/T Y TO FB, N/T Z ALERT Y/FB VS STRONG BLITZ

NOTES

# MIAMI DOLPHINS - OFFENSE

Split  
Strong  
Trips

SPLIT RT.  
SCAT RT. 894 BACKS FLAT

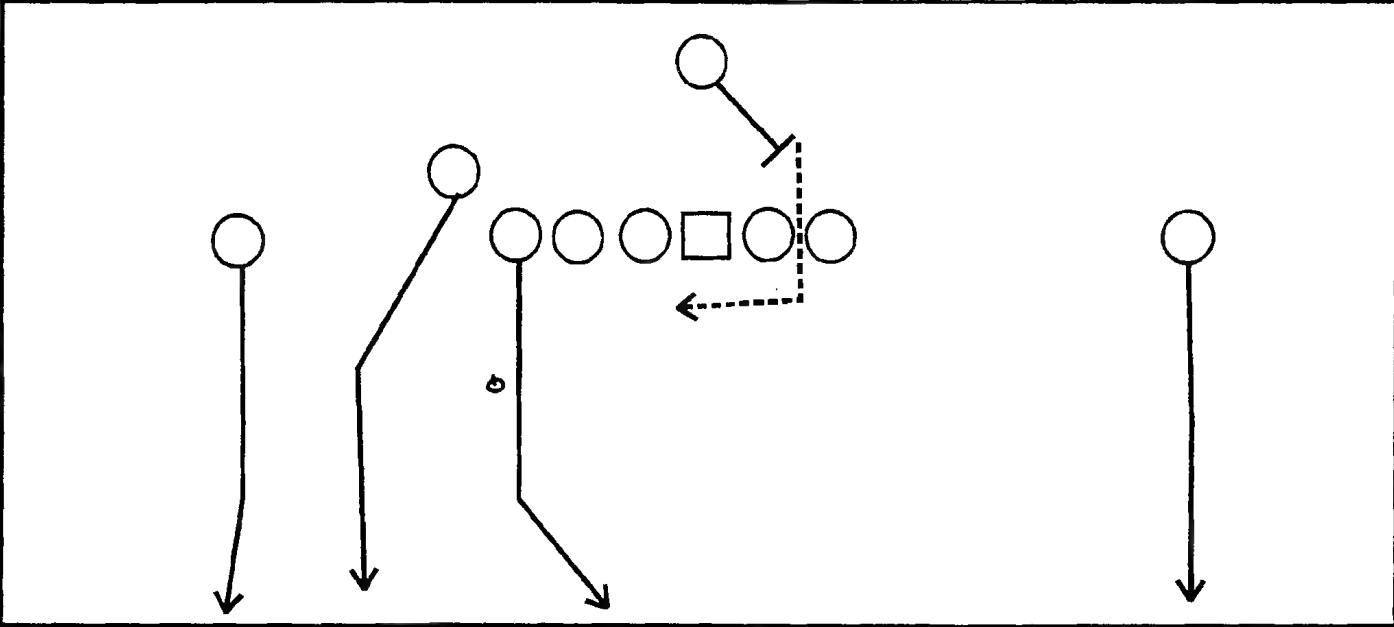


<b>X</b>	OUTSIDE 8 ROUTE (LOOK)
<b>Y</b>	9 ROUTE
<b>Z</b>	OUTSIDE 4 ROUTE (3 CT)
<b>FB</b>	FREE RELEASE - FLAT
<b>HB</b>	CHECK - FLAT
<b>QB</b>	5 STEPS: LOOK FOR X, N/T LOOK FOR Z TO FB. ALERT Y/FB VS STRONG BLITZ.

NOTES

# MIAMI DOLPHINS - OFFENSE

TRIPS RT.  
SCAT RT. 999 SEAM/DART  
TRIPS  
TREY



<b>X</b>	OUTSIDE 9 ROUTE
<b>Y</b>	INSIDE 9 ROUTE (a) (LANDMARK MIDDLE OF FIELD)
<b>Z</b>	OUTSIDE 9 ROUTE
<b>FB</b>	FREE RELEASE - SEAM ROUTE (LANDMARK TOP OF NUMBERS)
<b>HB</b>	CHECK WILL N/T DART
<b>QB</b>	5 STEP DROP: X vs B/R. COV 2 or 3 WORK STRETCH STRONG SIDE N/T HB ON DART.

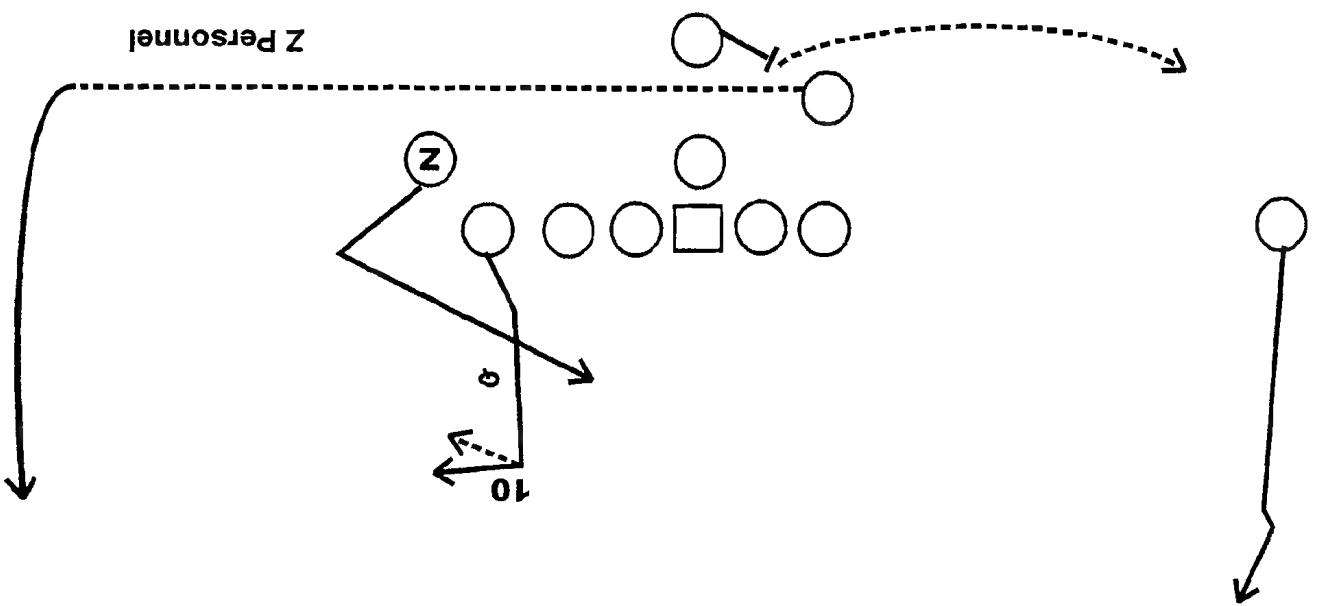
NOTES



## MIAMI DOLPHINS - OFFENSE

**WEAK RT. - FLY RT.**

SCAT RT. 831 SHOOT - Z TRAIL

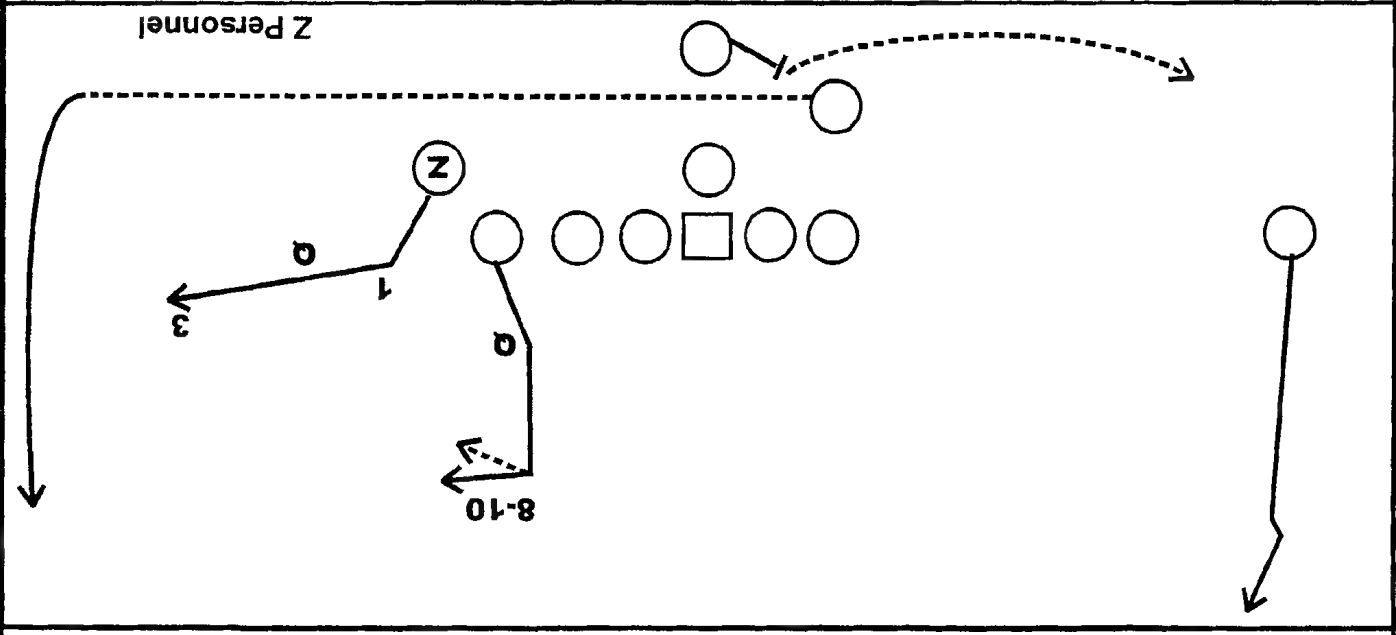


<b>X</b>	<b>SAME AS SCAT 831 SHOOT</b>
<b>Y</b>	<b>SAME AS SCAT 831 SHOOT (10 yd)    ☉</b>
<b>Z</b>	<b>START FLAT, DRIVE UNDER Y</b>
<b>FB</b>	<b>SAME AS SCAT 831 SHOOT</b>
<b>HB</b>	<b>CHECK WILL N/T WIDE</b>
<b>QB</b>	<b>5 STEP DROP:    X vs 3 DEEP or BAIL, N/T Z to Y</b>

NOTES

# MIAMI DOLPHINS - OFFENSE

WEAK RT. - FLY RT.  
SCAT RT. 831 SHOOT



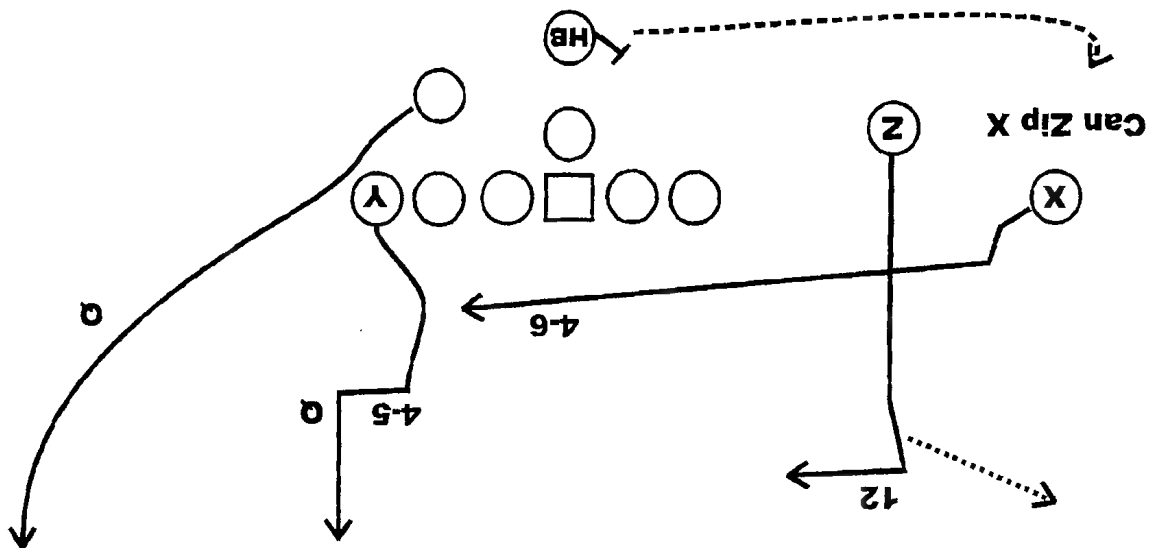
<b>X</b>	<b>OUTSIDE 8 ROUTE (LOOK)</b>
<b>Y</b>	<b>INSIDE 3 ROUTE (a)</b>
<b>Z</b>	<b>INSIDE 1 ROUTE (a)</b>
<b>FB</b>	<b>FREE RELEASE - SHOOT (Get outside numbers on motion)</b>
<b>HB</b>	<b>CHECK WILL N/T WIDE</b>
<b>QB</b>	<b>5 STEPS:</b> X IF 3 DEEP or BAIL, N/T Y to Z. LB RUNS WITH FB LOOK AT SHOOT (Y/Z=Q)

NOTES

# MIAMI DOLPHINS - OFFENSE

STRONG RIGHT SLOT  
SCAT RT. 360 SHOOT Y PUMP

Strong Slot  
Trips Slot



<b>X</b>	<b>ZERO ROUTE</b>
<b>Y</b>	<b>INSIDE 3 PUMP (Q)</b>
<b>Z</b>	<b>INSIDE 6 ROUTE (CAN CALL 7 ROUTE)</b>
<b>FB</b>	<b>FREE RELEASE - SHOOT (Q)</b>
<b>HB</b>	<b>CHECK WILL N/T - WIDE</b>
<b>QB</b>	<b>5 STEP DROP: FB FIRST THEN Y N/T X BACK TO Z</b>

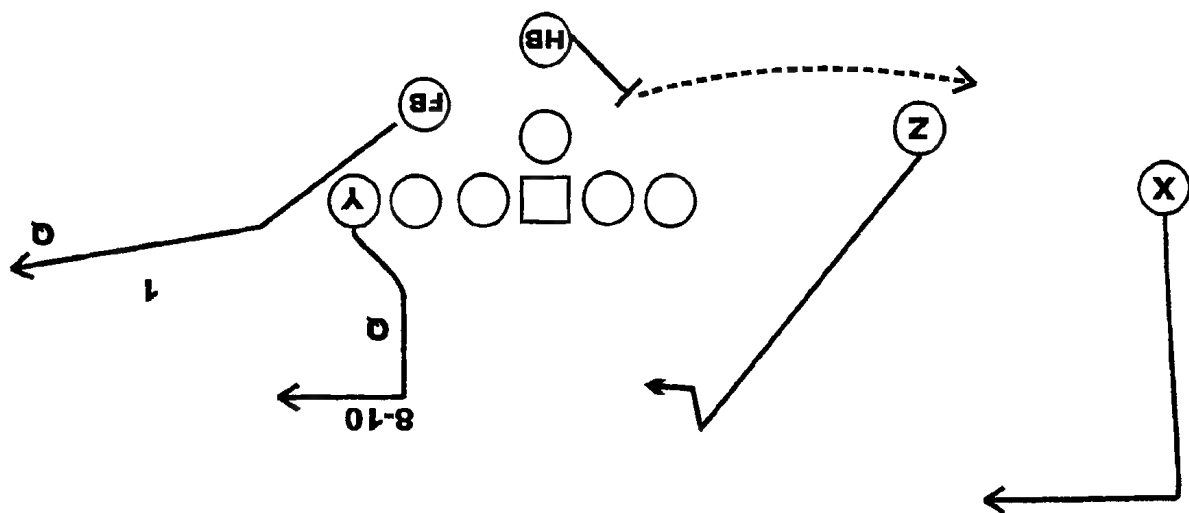
NOTES

# Scat Protection Slot

## MIAMI DOLPHINS - OFFENSE

STRONG RIGHT SLOT  
SCAT RT. 346 FLAT

**Spit  
Strong  
Trips**

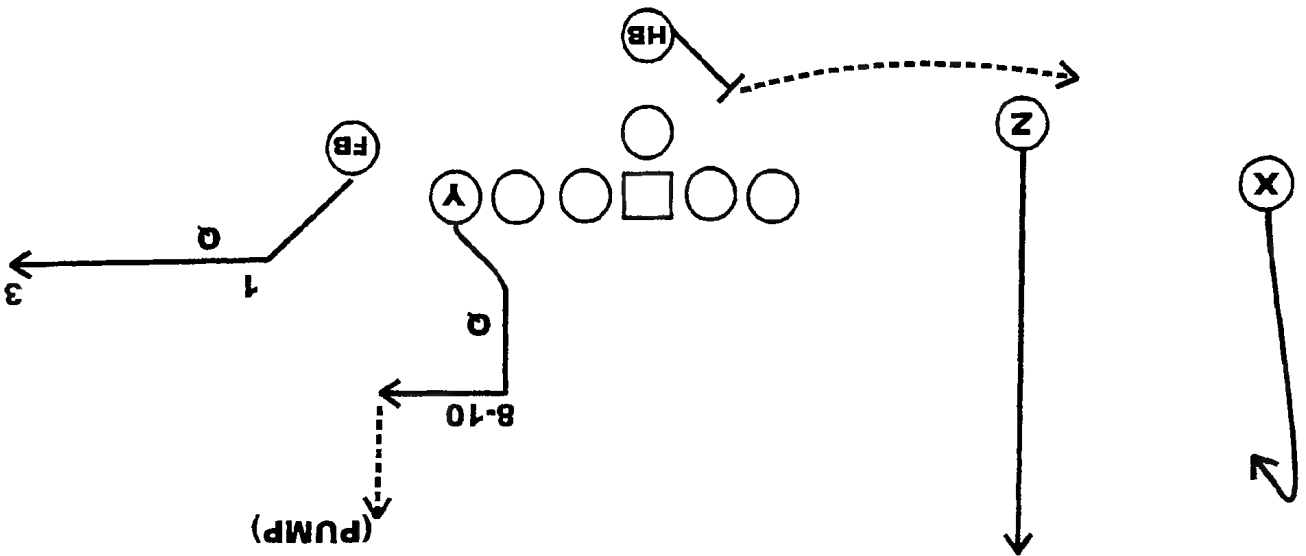


<b>QB</b>	<b>5 STEP DROP: WORK FB NOW N/T Y ALERT FB/Y vs STRONG BLITZ</b>
<b>HB</b>	<b>CHECK WILL N/T - CHECK WIDE (FROM DOT)</b>
<b>FB</b>	<b>FREE RELEASE - FLAT (Q)</b>
<b>Z</b>	<b>INSIDE 4 ROUTE</b>
<b>Y</b>	<b>OUTSIDE 3 ROUTE (ALERT Y PUMP) (Q)</b>
<b>X</b>	<b>OUTSIDE 6 ROUTE (4 Count)</b>

NOTES

# MIAMI DOLPHINS - OFFENSE

TRIPS RIGHT SLOT  
SCAT RT. 394 BACKS FLAT (Y PUMP)  
Split  
Strong  
Trips



X	OUTSIDE 4 ROUTE
Y	OUTSIDE 3 ROUTE (ALERT Y PUMP) (Q)
Z	INSIDE 9 ROUTE
FB	FREE RELEASE - FLAT
HB	CHECK WILL N/T - CHECK WIDE (FROM DOT)
QB	5 STEP DROP: WORK FB NOW N/T Y ALERT FB/Y vs STRONG BLITZ

NOTES

# Read Protection

ITEM

PAGE

Read Protection

Read Rt 414 Pivot

Read Rt 464 Cross Wide

Read Lt 999 Seam Check

1-3

4

5

6

# READ PROTECTION

(Slide)

6 Man Protection – 5 Step Drop

FB/HB:

Dual read strongside.

4 man line = Mike, Sam to Strong Safety.

3 man line = Ted, Sam to Strong Safety.

Note: Triple call by center, check 30 = responsible for weakside "Bump" LB to strongside "Bump" LB.

HB/FB:

Free release. Route.

Y:

Route.

LINE:

6 Man Protection- Slide away from protection called.

A.)

4 Man Line- Onside Guard and Tackle; Big on Big.  
Onside Guard when covered by a LB start the slide.  
Onside Tackle when covered by a LB and LB walks  
up in either A or B gap, **Squeeze-it.**

B.)

3 Man Line-vs any strong reduction treat like  
4 man line (Big on Big).

C.)

Triple Look- Alert for **Triple** call from the Center with a  
check 30 call. Onside Tackle, if covered by a LB and LB  
walks up in either A or B gap, **Squeeze-it.**

D.)

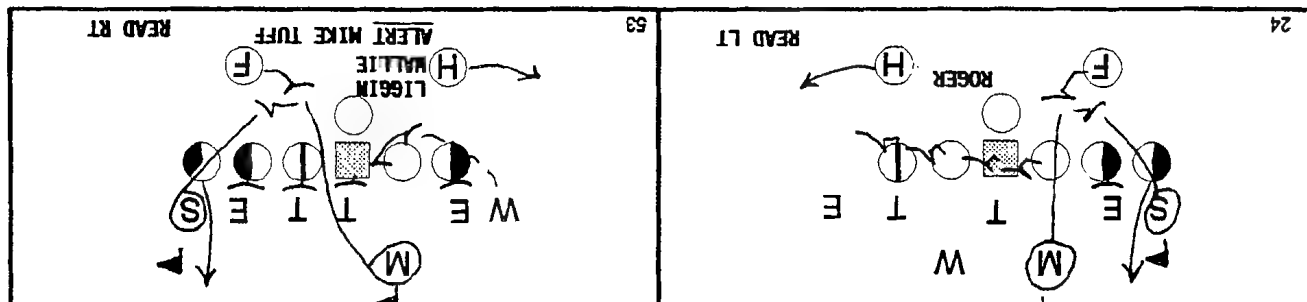
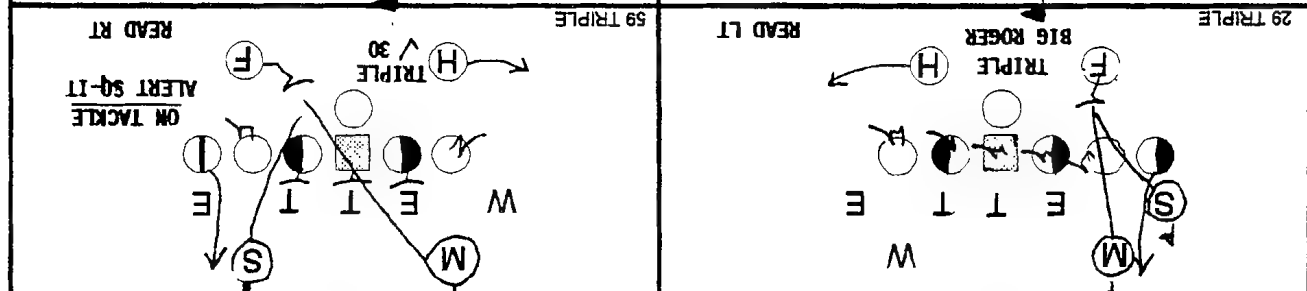
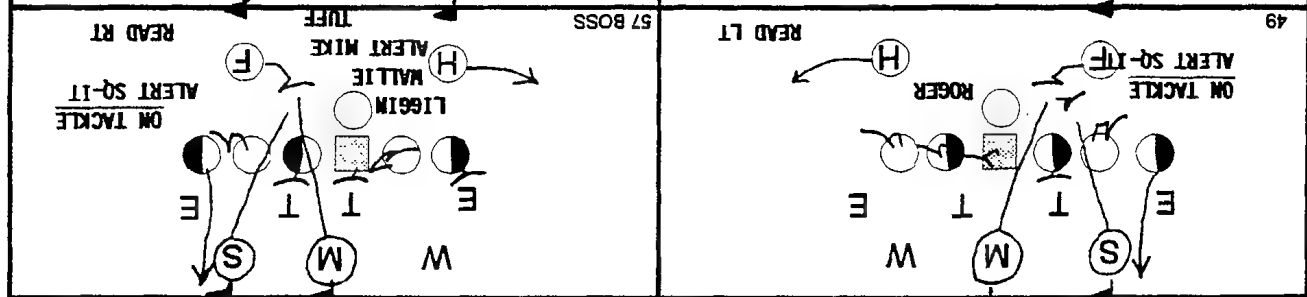
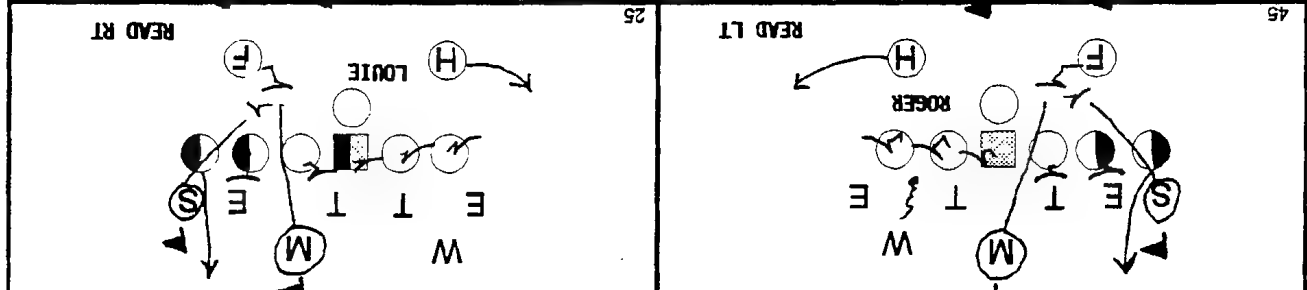
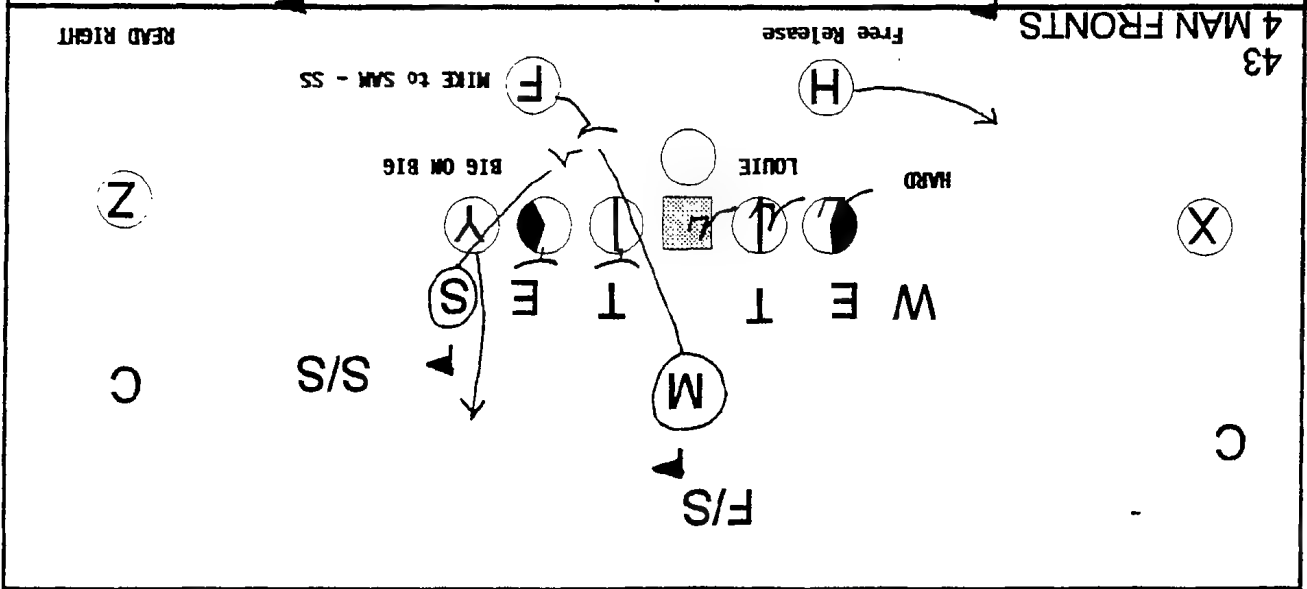
Over Look- Off Guard "**Wallie**", Take Mike if in Tuff  
otherwise look to Will. Vs Over Boss-**Riggin/Liggin**  
"**Wallie.**"

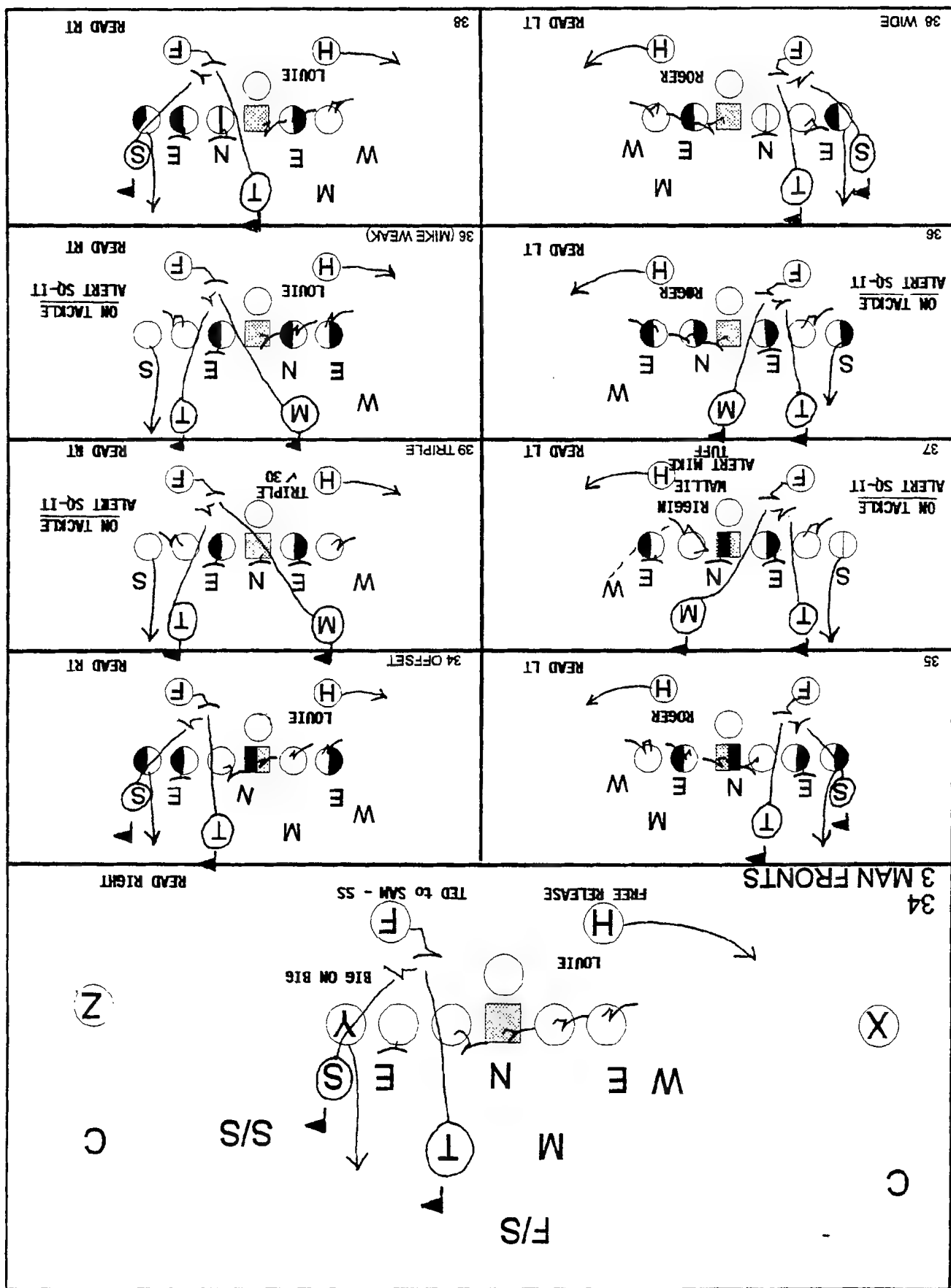
## Protection Notes:

- A.) QB adds "deep" to protection call = 7 step drop.
- B.) Can gameplan vs Triple looks, **Big Roger** or **Big Louie**. Onside Tackle starts the slide. FB/HB responsible for the strong bump LB to end man.
- C.) QB throw Q vs. 2 blitzers strongside.



# Read Protection

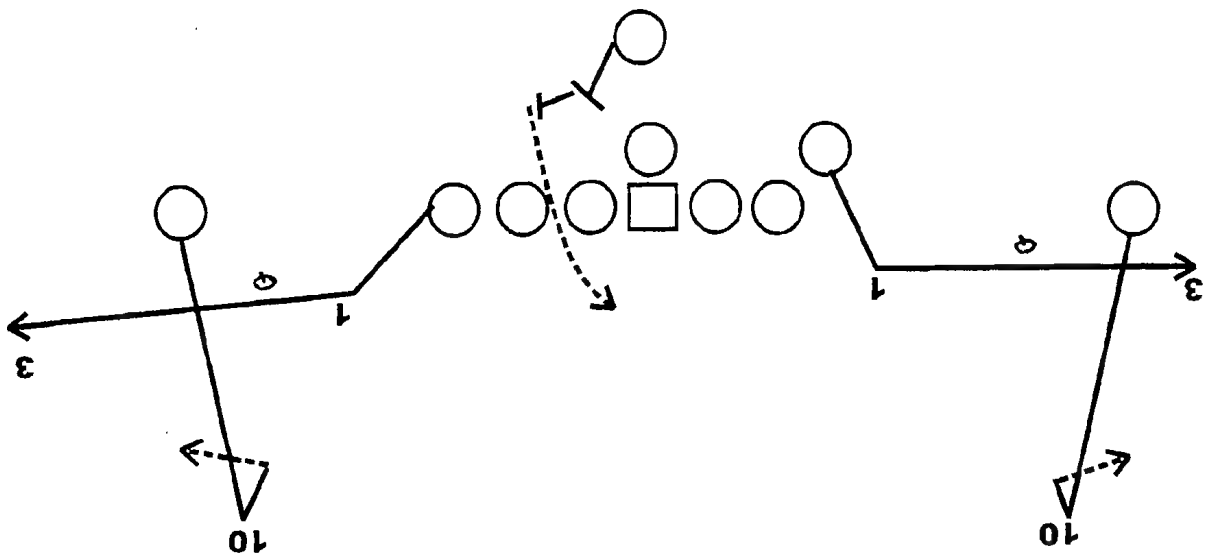




# MIAMI DOLPHINS - OFFENSE

DOUBLE RT.  
READ RT. 414 PIVOT

Weak  
Split  
Double



X OUTSIDE 4 ROUTE (CAN PIVOT OUT) VS INSIDE PRESS = 9 RTE

Y INSIDE 1 ROUTE (ALERT PUMP CALL) (Q)

Z OUTSIDE 4 ROUTE (CAN PIVOT OUT) VS INSIDE PRESS = 9 RTE

FB FREE RELEASE = FLAT (ALERT SHOOT CALL)

HB DOUBLE READ N/T CHECK DOWN

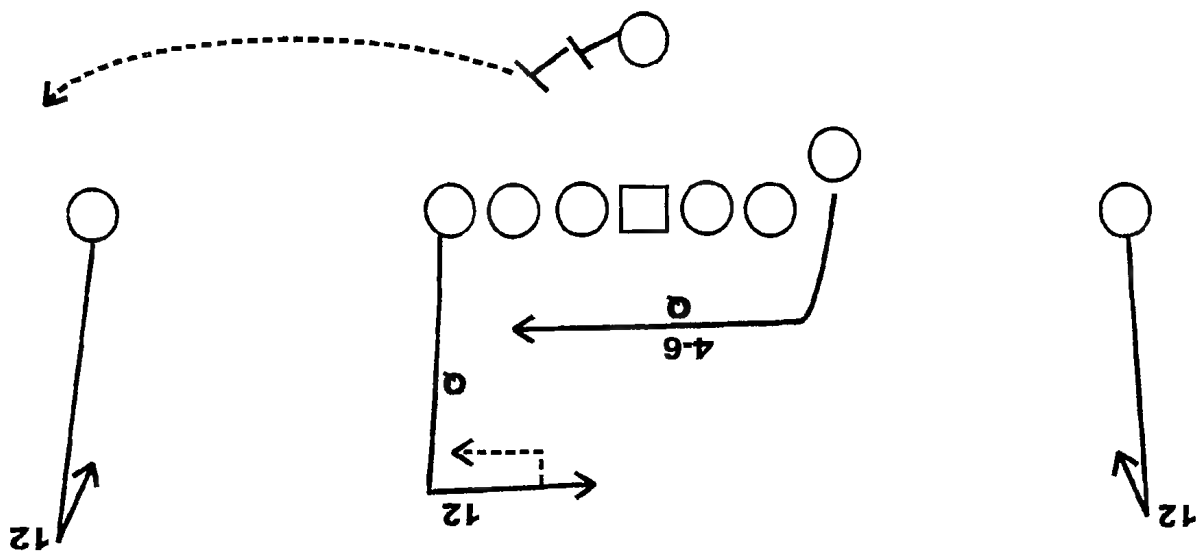
QB QUICK 5 STEP DROP: TAKE SIDE AWAY FROM DROP OF MIKE LB.  
THINK FLAT FIRST N/T PIVOT. (CAN CALL SHOOT or PUMP)

NOTES

# MIAMI DOLPHINS - OFFENSE

DOUBLE RT.  
READ RT. 464 CROSS/WIDE

Double  
Deuce  
Weak



OUTSIDE 4 ROUTE

INSIDE 6 ROUTE (a)

OUTSIDE 4 ROUTE

FREE RELEASE - CROSS (a)

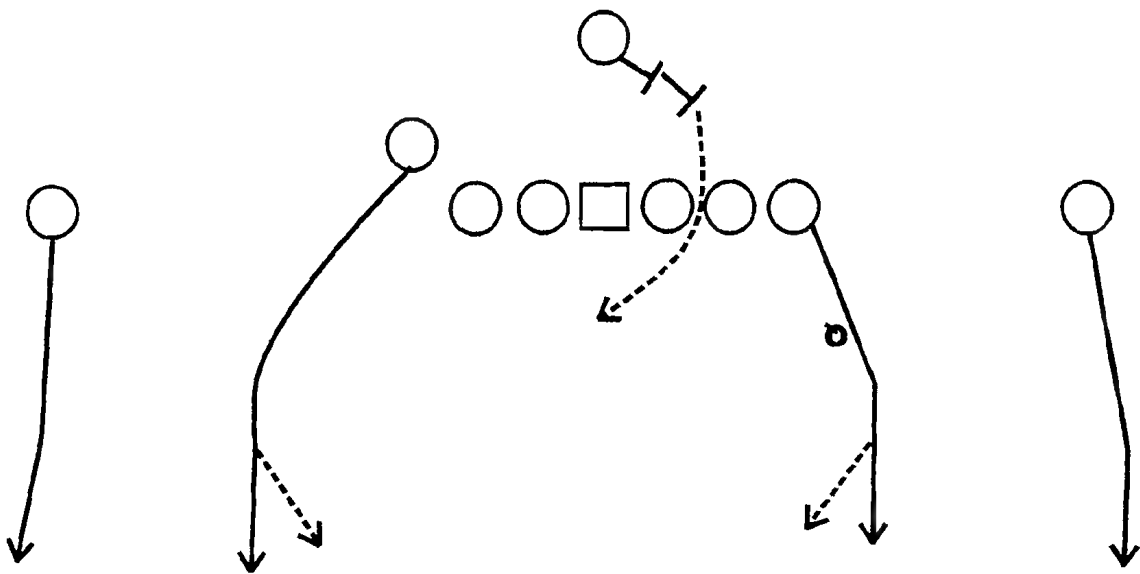
DOUBLE READ N/T WIDE

5 STEP DROP: X or Z vs M/M. ZONE WORK STRETCH BETWEEN Y/FB N/T HB. ALERT FB/Y vs STRONG BLITZ.

NOTES

## Double Deuce

**DOUBLE LT.**



<b>X</b>	<b>OUTSIDE 9 ROUTE</b>
<b>Y</b>	<b>INSIDE 9 ROUTE (a) (LANDMARK TOP OF NUMBERS)</b>
<b>Z</b>	<b>OUTSIDE 9 ROUTE</b>
<b>FB</b>	<b>FREE RELEASE - SEAM (LANDMARK TOP OF NUMBERS)</b>
<b>HB</b>	<b>DOUBLE READ N/T CHECK DOWN OR DART</b>
<b>QB</b>	<b>5 STEP DROP: V/s 3 DEEP READ W/S PICK A SIDE. COV 2 WORK STRETCH STRONG or WEAK.</b>

NOTES

# Slide Protection

<u>ITEM</u>	<u>PAGE</u>
Slide Protection	1-3
Slide Rt 48 Check/Shoot	4
Deep Slide 58 Check Option	5
<u>Slide Protection Slot</u>	
Slide Lt 72 China Check Flat	6
Deep Slide Rt 85 Option Check	7

# SLIDE PROTECTION

7 Man Protection – 5 Step Drop

FB/HB:

4 Man line = Mike to S/S.  
3 Man line = Ted to S/S. N/T Route  
Triple Look = Center call "Triple-Triple" Responsible for  
weakside "Bump" LB to S/S.

HB/FB:

Free release. Route.

Y:

Man block #3 (Solid).

LINE:

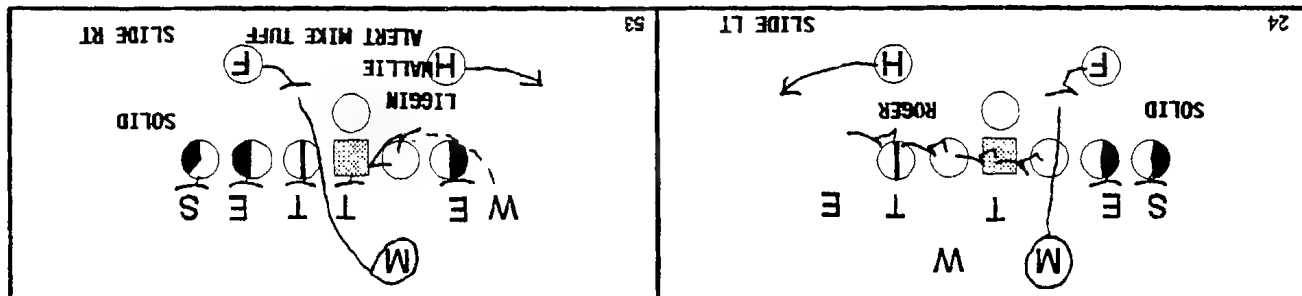
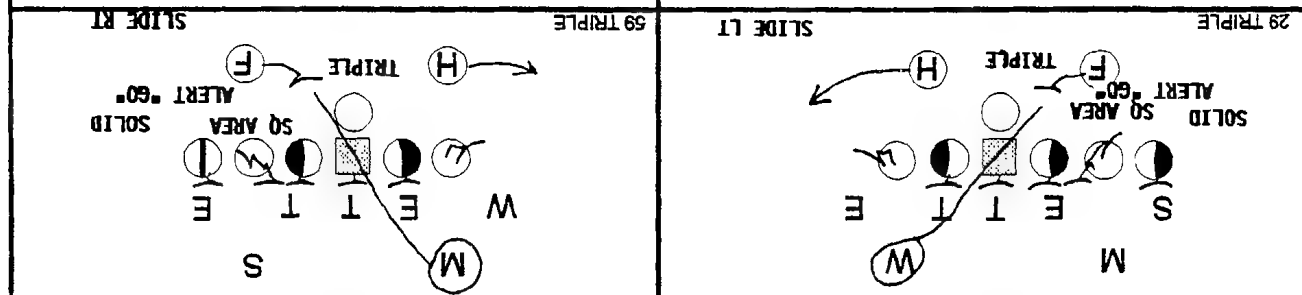
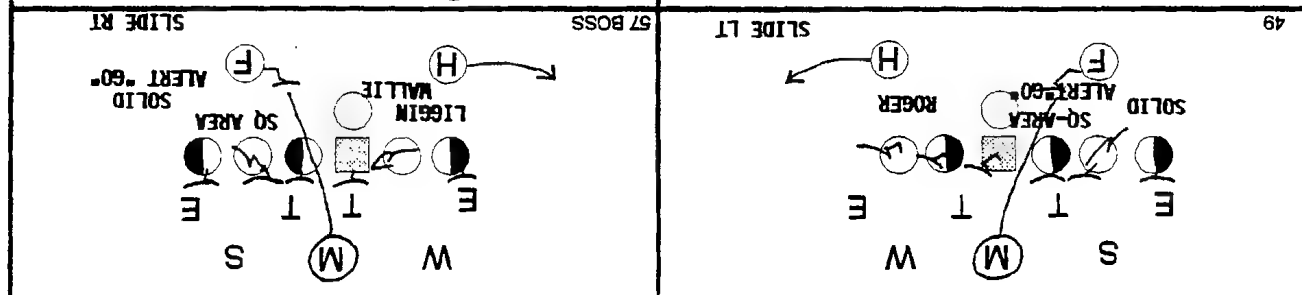
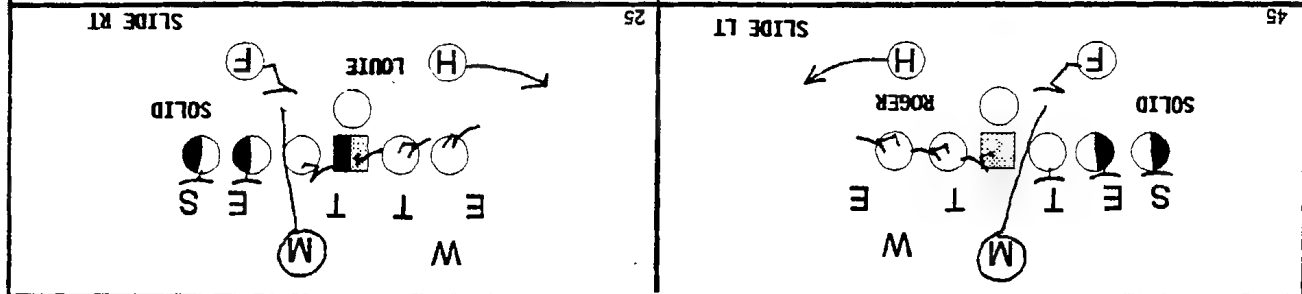
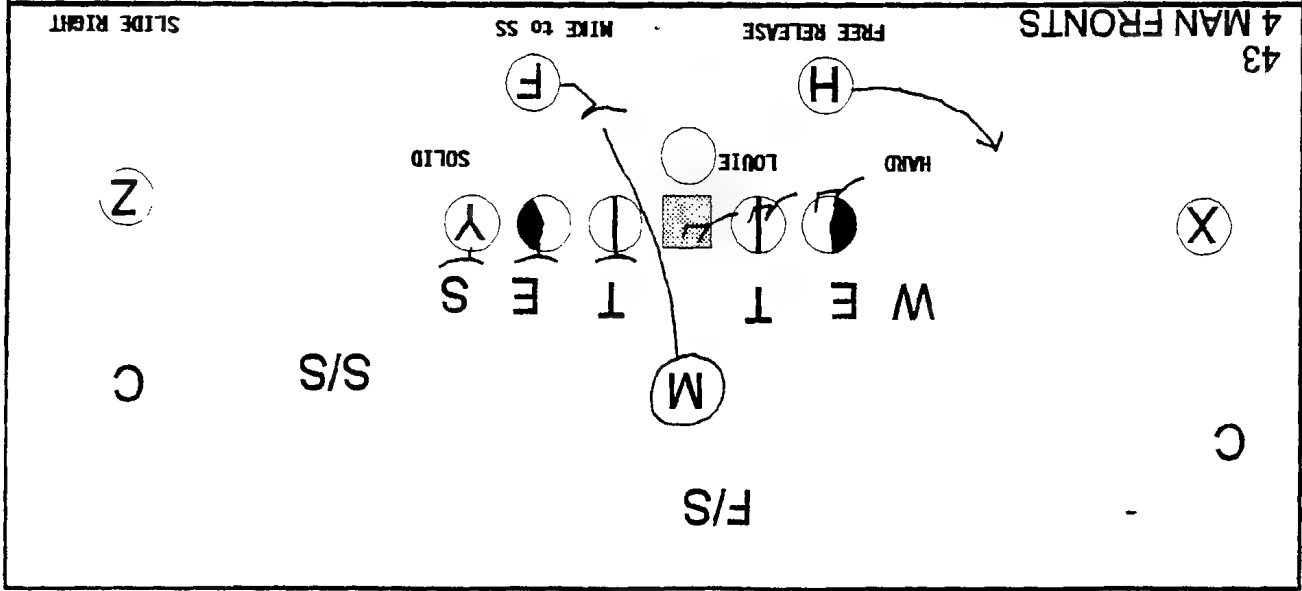
7 Man Protection : Slide away from protection called.

A.) 4 Man line- Onside Guard and Tackle "Solid".  
Onside Guard covered by a LB start the slide.  
Onside Tackle if covered by a LB, Squeeze Area call.  
Work back out to help Y. Alert Go call.  
B.) 3 Man line- any strongside reduction treat like a 4 man  
line. Onside Tackle, if covered by LB, Squeeze Area  
call.  
C.) Triple look – Centers call, "Triple-Triple". Onside  
Tackle; if #2 is LB make Squeeze Area call.  
D.) Over Look – Off Guard "Wallie", take Mike if in Tuff  
otherwise look to Will. Vs, Over Boss- Riggins/Liggins  
"Wallie".

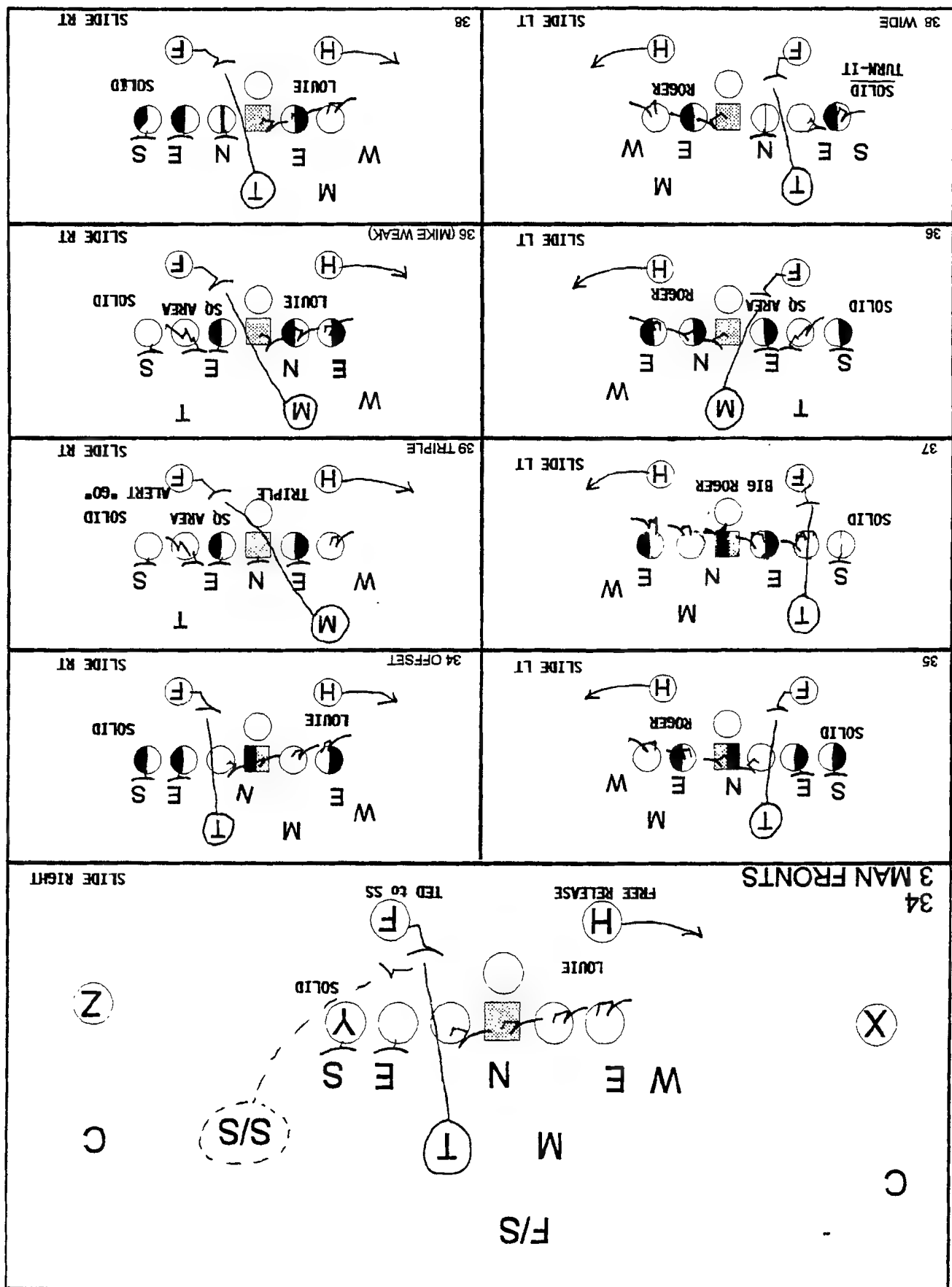
## Protection Notes:

A.) Can gameplan vs Triple looks, Big Roger or Big  
Louie, Onside Tackle starts the slide. FB/HB  
responsible for strong "Bump" LB to S/S.  
B.) QB adds "deep" to protection call = 7 step drop.  
Ex. "Slide Right Deep 58 Check Option."

# Slide Protection



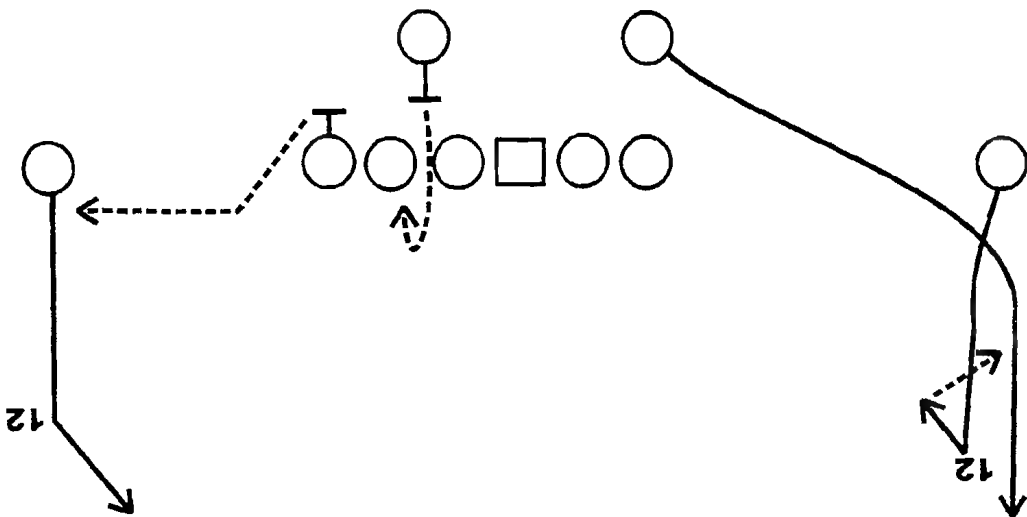




## MIAMI DOLPHINS - OFFENSE

SPLIT RT.  
SLIDE RT. 48 CHECK/SHOOT

**Spit Weak Double**



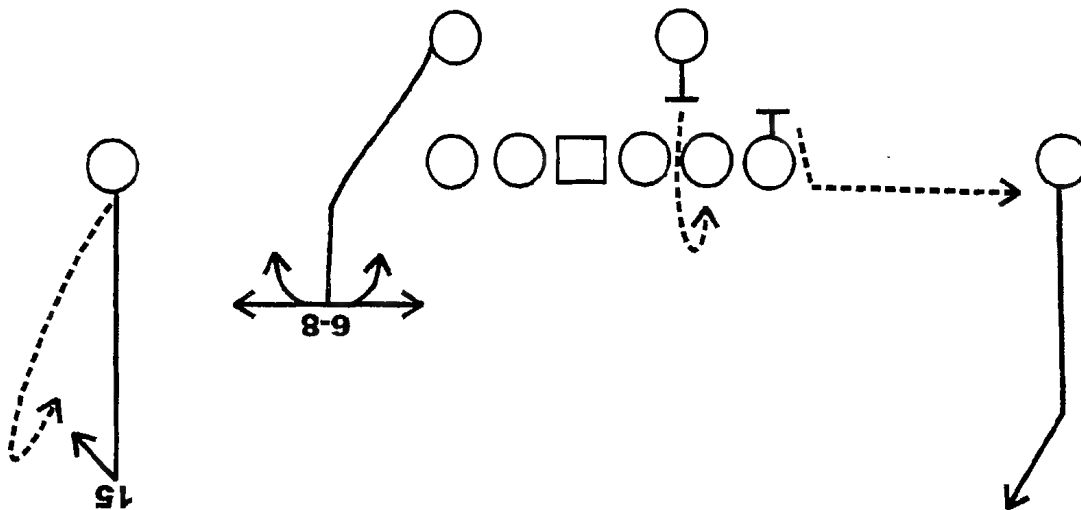
<b>X</b>	<b>OUTSIDE 4 ROUTE</b>
<b>Y</b>	<b>SLOW CHECK FLAT</b>
<b>Z</b>	<b>OUTSIDE 8 ROUTE "LOOK"</b>
<b>FB</b>	<b>CHECK MIKE N/T CHECK DOWN</b>
<b>HB</b>	<b>FREE RELEASE - SHOOT</b>
<b>QB</b>	<b>5 STEP DROP: Z VS 3 DEEP N/T WORK HB TO X.</b>

NOTES

## MIAMI DOLPHINS - OFFENSE

DEEP SLIDE LT. 58 CHECK/OPTION  
SPLIT LT.

Spit  
Weak  
Double



<b>QB</b>	<b>7 STEP DROP: LOOK TO HB OPTION TO X. NOBODY IN MIDDLE LOOK FOR POST.</b>
<b>HB</b>	<b>FREE RELEASE - OPTION</b>
<b>FB</b>	<b>CHECK MIKE N/T CHECK DOWN</b>
<b>Z</b>	<b>OUTSIDE 8 ROUTE</b>
<b>Y</b>	<b>SLOW CHECK FLAT</b>
<b>X</b>	<b>OUTSIDE 5 ROUTE (OUTSIDE ROTATION - RUN 5)</b>

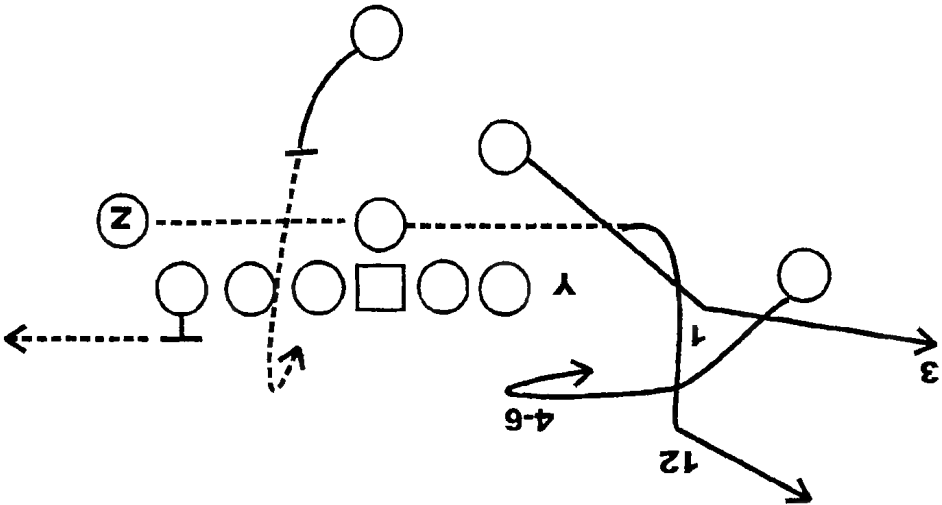
NOTES

# Slide Protection Slot

Section 11

MIAMI DOLPHINS - OFFENSE

WEAK RT - ED LT  
SLIDE RT, 72 CHINA/FLAT



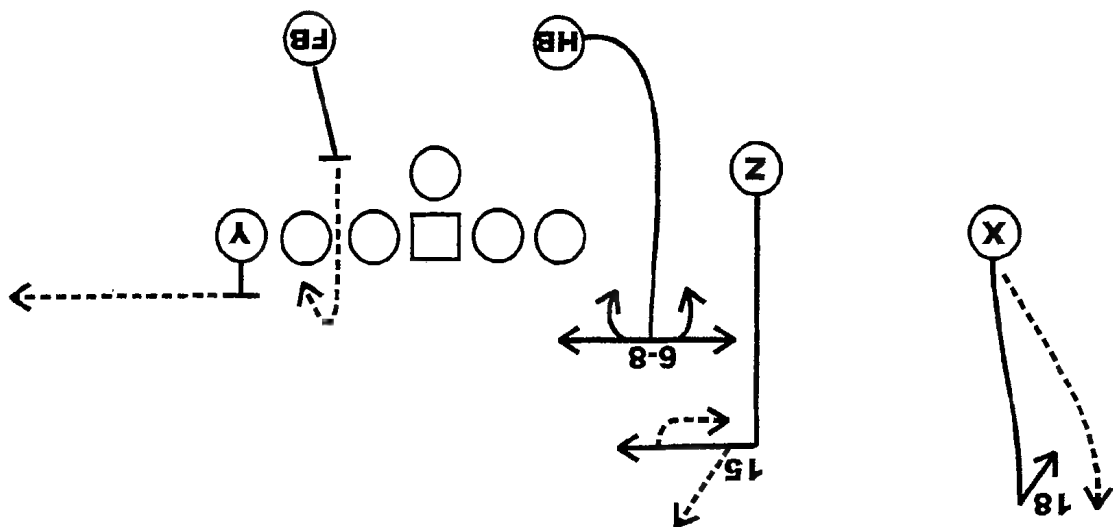
<b>X</b>	<b>OUTSIDE 2 CHINA ROUTE (CUT DOWN SPLIT)</b>
<b>Y</b>	<b>SLOW BLOCK #3 N/T CHECK FLAT</b>
<b>Z</b>	<b>INSIDE 7 ROUTE</b>
<b>FB</b>	<b>FREE RELEASE - FLAT</b>
<b>HB</b>	<b>CHECK MIKE N/T CHECK DOWN</b>
<b>QB</b>	<b>5 STEP DROP: FB RIGHT NOW N/T Z to X</b>

NOTES

# MIAMI DOLPHINS - OFFENSE

SPLIT RIGHT SLOT  
DEEP SLIDE RT. 85 CHECK/OPTION

Split  
Weak  
Double



X OUTSIDE 5 ROUTE (OUTSIDE ROTATION RUN TAKEOFF)

Y

SLOW BLOCK #3 N/T FLAT

Z

INSIDE 8 ROUTE

FB

CHECK MIKE N/T CHECK DOWN

HB

FREE RELEASE - OPTION

QB

7 STEP DROP: HB OPTION TO X ON 5 ROUTE  
WEAK ROTATION 2 TO HB N/T CHECK DOWN

NOTES

# Solid Protection

<u>ITEM</u>	<u>PAGE</u>
Solid Protection	1-3
Deep Solid Rt 79 Flat/Check	4
Deep Solid Rt 98 Corner Flat	5

# **SOLID PROTECTION** 7 Man Protection – 5 Step Drop

**FB/HB:** Block Will to Free Safety to Weak Corner. N/T Route.

**HB/FB:** Free release. Route.

**Y:** Man Block #3 (Slow). Note: Alert **Swoop** vs. S/S blitz

inside. **Blast** vs #3 and #4 from outside.

**LINE:**

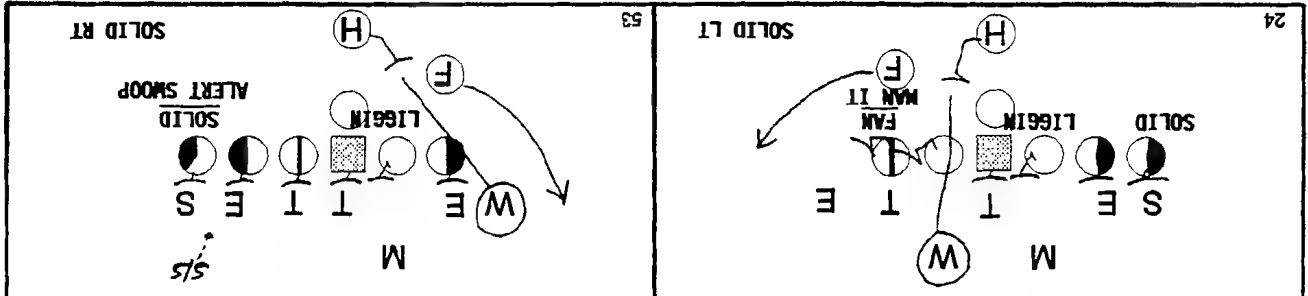
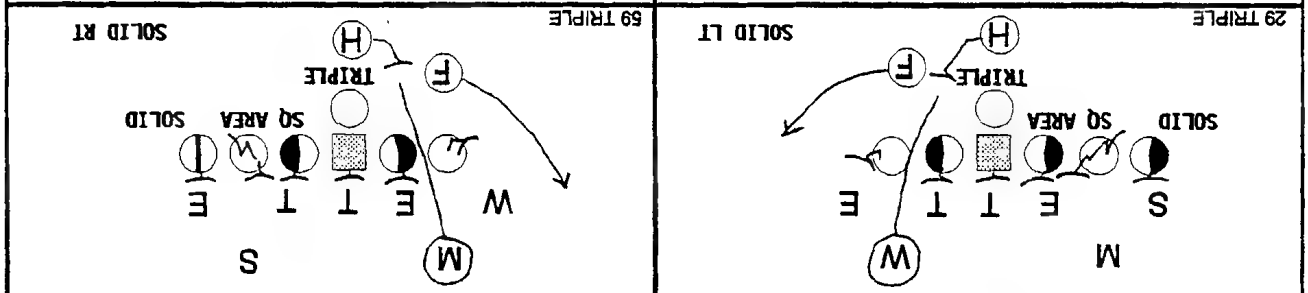
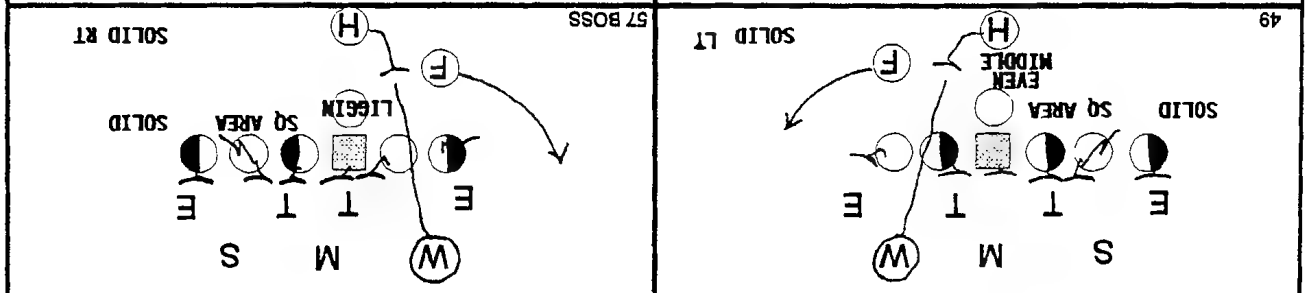
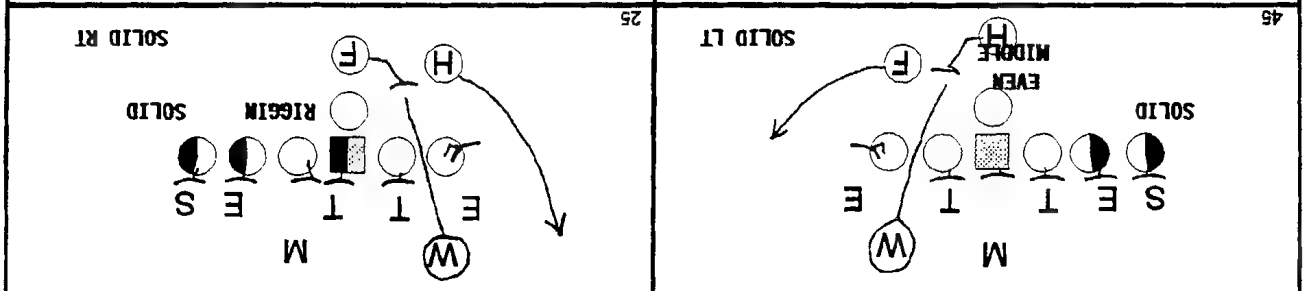
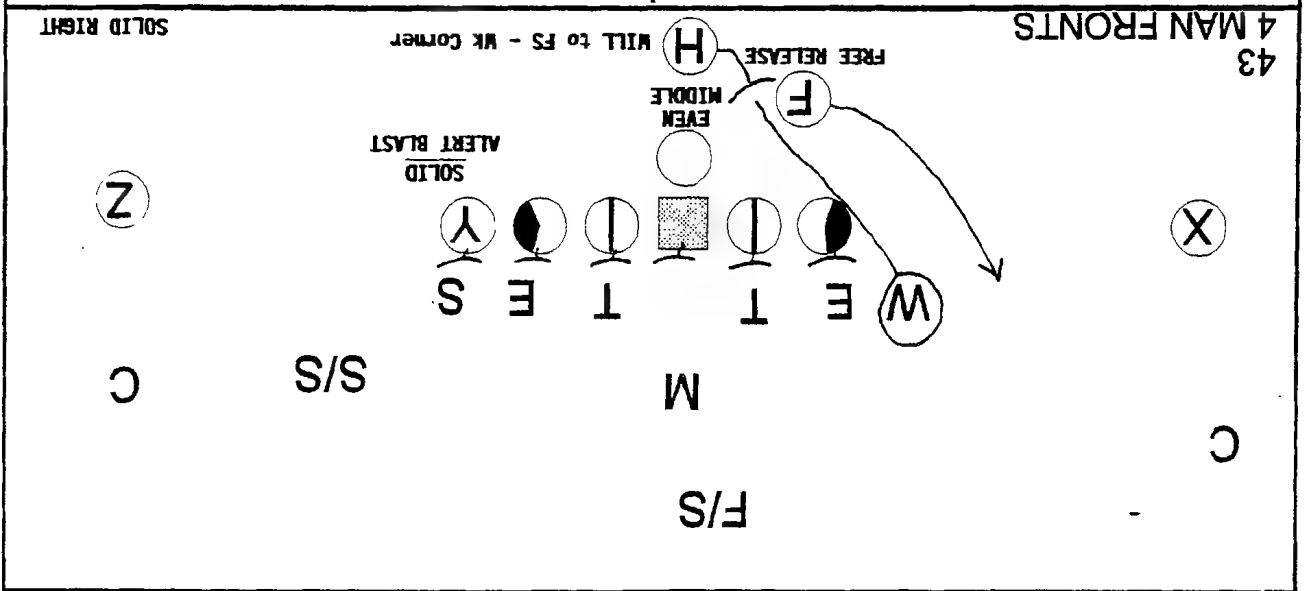
7 Man Protection  
 Protection call side vs 3 or 4 man line; man block #1-man  
 block #2 (Solid).  
 Vs. a 'T' bubble to protection call side, the inside blocking  
 scheme is a **Squeeze Area** call. Off Guard and Off Tackle  
 block Big on Big.  
 3 Man Line- **Riggin** or **Liggin** strong. Offside Guard open  
 out.  
 Note: Can game plan **Fan** weak vs a 34 front. Any  
 weakside reduction will be treated as a 4 man line (big on  
 big).  
 A.) Center responsible for identifying Mike(#0).  
**Riggin/Liggin** calls used vs an over or under fronts.  
 If covered by LB, **Even Middle** call.  
 When uncovered RT/LT Swap, **Roger** or **Louie** calls  
 made.  
 Vs. Over front with Backers over strong (BOS), **Riggin**  
 and **Liggin Swap** calls used.

## **Protection Notes:**

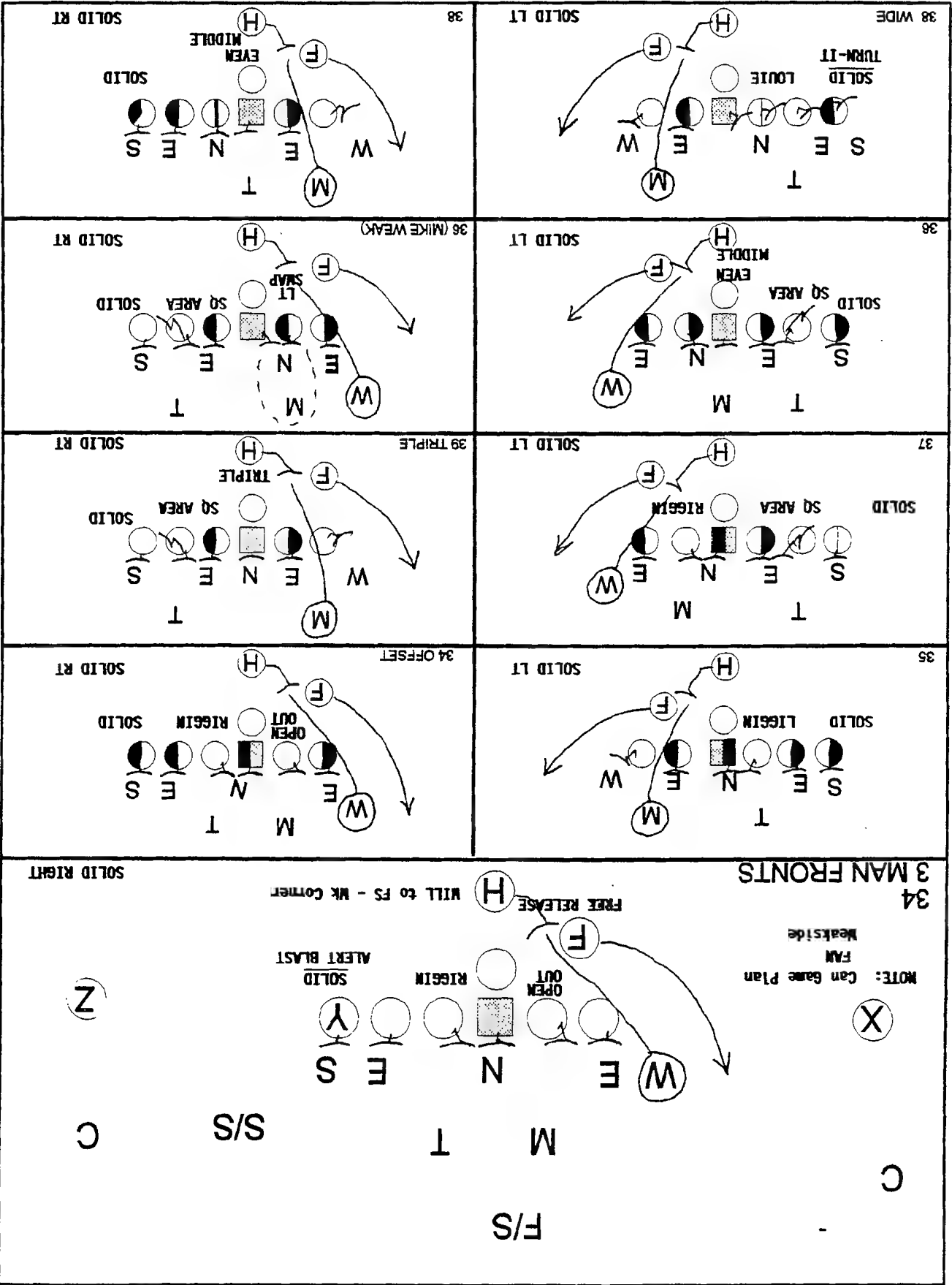
A.) QB adds "deep" to protection call = 7 step drop.  
 Ex. "Deep Solid Right 98 Corner Flat."  
 B.) vs 3 Man Line, **Fan** call is game planned. Offside  
 tackle , if Will LBer walked or out, make **Solid** call.  
 FB/HB blocks Will LB.



# Solid Protection



# Solid Protection

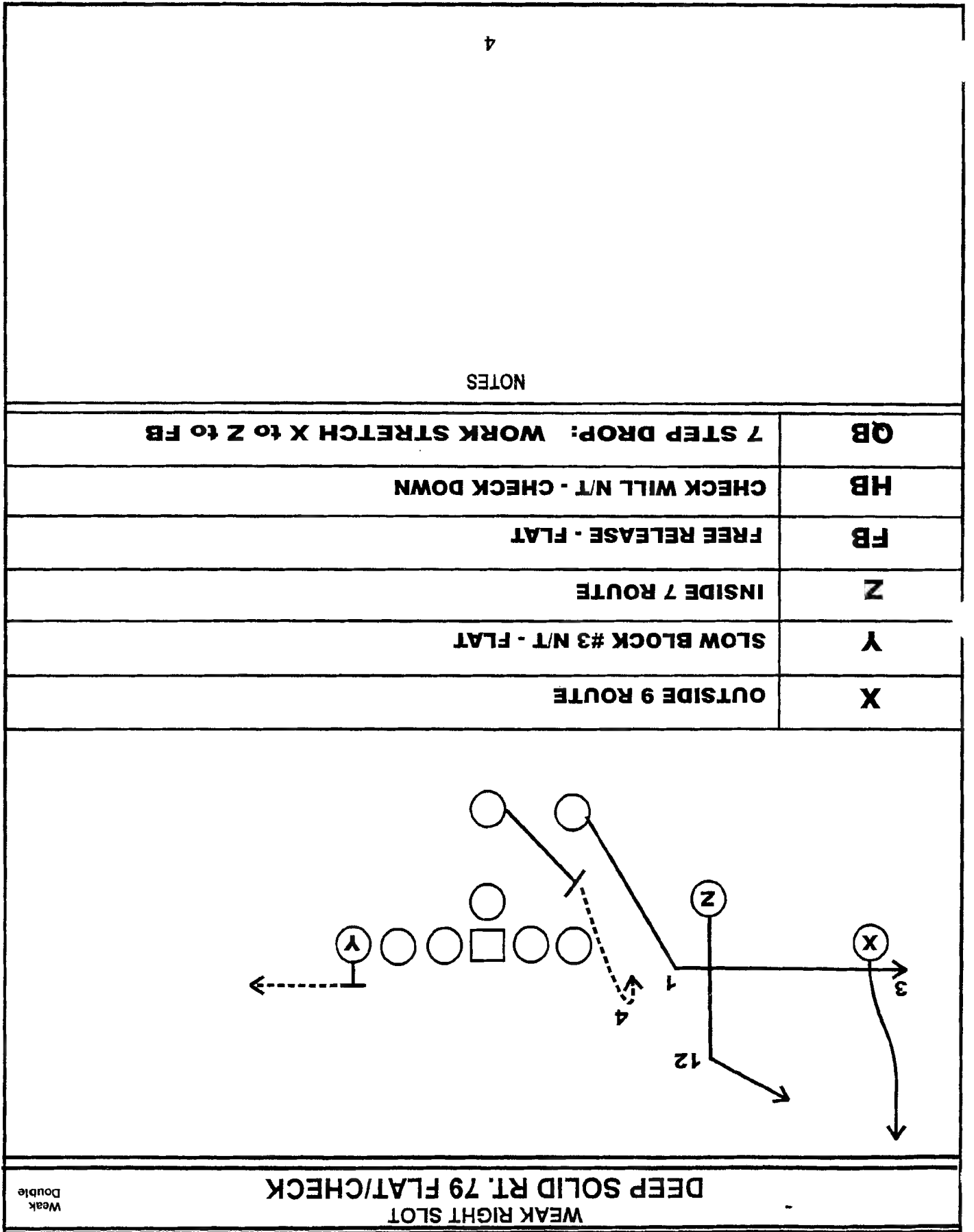


<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> <p style="margin: 0;"><b>WEAK RIGHT SLOT</b></p> <p style="margin: 0;"><b>DEEP SOLID RT. 79 FLAT/CHECK</b></p> </div> <div style="width: 55%; text-align: right;"> <p style="margin: 0;">Weak Double</p> </div> </div>	
<b>X</b>	OUTSIDE 9 ROUTE
<b>Y</b>	SLOW BLOCK #3 N/T - FLAT
<b>Z</b>	INSIDE 7 ROUTE
<b>FB</b>	FREE RELEASE - FLAT
<b>HB</b>	CHECK WILL N/T - CHECK DOWN
<b>QB</b>	7 STEP DROP: WORK STRETCH X to Z to FB
<p>NOTES</p>	
<p>4</p>	

[illegible]

<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> <p style="margin: 0;"><b>WEAK RIGHT SLOT</b></p> <p style="margin: 0;"><b>DEEP SOLID RT. 79 FLAT/CHECK</b></p> </div> <div style="width: 50%; text-align: right;"> <p style="margin: 0;">Weak Double</p> </div> </div>	
<b>X</b> OUTSIDE 9 ROUTE	
<b>Y</b> SLOW BLOCK #3 N/T - FLAT	
<b>Z</b> INSIDE 7 ROUTE	
<b>FB</b> FREE RELEASE - FLAT	
<b>HB</b> CHECK WILL N/T - CHECK DOWN	
<b>QB</b> 7 STEP DROP: WORK STRETCH X to Z to FB	
NOTES	

<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> <p style="margin: 0;"><b>WEAK RIGHT SLOT</b></p> <p style="margin: 0;"><b>DEEP SOLID RT. 79 FLAT/CHECK</b></p> </div> <div style="width: 55%; text-align: right;"> <p style="margin: 0;">Weak Double</p> </div> </div>	
<b>X</b>	<b>OUTSIDE 9 ROUTE</b>
<b>Y</b>	<b>SLOW BLOCK #3 N/T - FLAT</b>
<b>Z</b>	<b>INSIDE 7 ROUTE</b>
<b>FB</b>	<b>FREE RELEASE - FLAT</b>
<b>HB</b>	<b>CHECK WILL N/T - CHECK DOWN</b>
<b>QB</b>	<b>7 STEP DROP: WORK STRETCH X to Z to FB</b>
<p>NOTES</p>	
<p>4</p>	

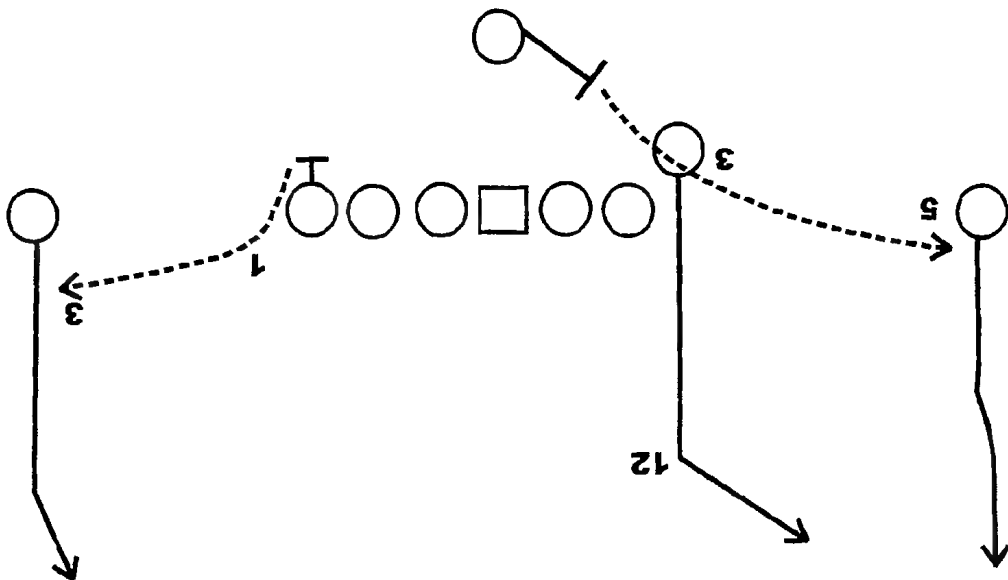
[illegible]

<b>WEAK RIGHT SLOT</b> <b>DEEP SOLID RT. 79 FLAT/CHECK</b> <small>Weak Double</small>	
<b>X</b>	OUTSIDE 9 ROUTE
<b>Y</b>	SLOW BLOCK #3 N/T - FLAT
<b>Z</b>	INSIDE 7 ROUTE
<b>FB</b>	FREE RELEASE - FLAT
<b>HB</b>	CHECK WILL N/T - CHECK DOWN
<b>QB</b>	7 STEP DROP: WORK STRETCH X to Z to FB
NOTES	

# MIAMI DOLPHINS - OFFENSE

DOUBLE RT.  
DEEP SOLID RT. 98 CORNER/FLAT

Double  
Deuce  
Weak



OUTSIDE 9 ROUTE

X

SLOW CHECK FLAT

Y

OUTSIDE 8 ROUTE

Z

FREE RELEASE - CORNER

FB

CHECK WILL N/T DEEP FLAT

HB

7 STEP DROP:  
WORK STRETCH OF X/FB/HB.

QB

NOTES

# Flood Protection

<u>ITEM</u>	<u>PAGE</u>
Flood Protection	1-3
Flood Rt 424 Turn Wide	4

# FLOOD PROTECTION

(Weak Flare)

6 Man Protection - 5 Step Drop

FB/HB: Block Will to Free Safety to Weak Corner. N/T = Route.

HB/FB: Free release. Route.

Y: Route.

LINE:

6 Man Protection

4 Man Line- Mike to it (Mollie, Collie, or Trolle).

3 Man Line- Mollie strong, Riggin or Liggin weakside.

Note: Can game plan Fan weak. Any strong or weakside

reduction will be treated as a 4 man line (big on big).

A.) Center responsible for identifying Mike(#0).

If covered by LB, Even Collie Mike to it.

Uncovered RT/LT Collie, (may use Rt or Lt with a

Read It).

Vs. any Over front, Riggin and Liggin calls will be

used.

Vs. Over Boss (53,57) Riggin and Liggin Read It.

B.) Onside Guard, if covered by a LB, Mollie (Mike to it).

Otherwise Big on Big.

C.) Onside Tackle man block #2. If #2 is LB, Trolle. If LB

stacked inside or walked up in either A or B gap

Squeeze-It.

D.) Offside Guard and Tackle same as Base Protection

(Big on Big). Note: Offside Guard alert "Heavy" call.

## Protection Notes:

A.) 4 Man line, Mike weak in 53 front, Liggin and Riggin

calls used.

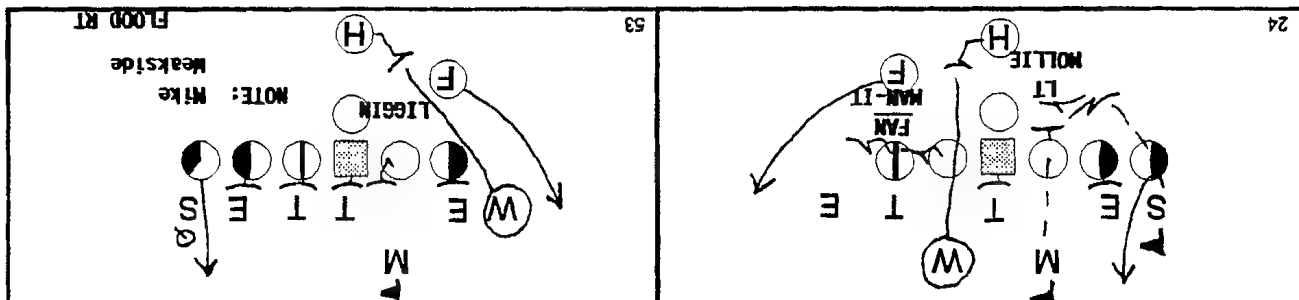
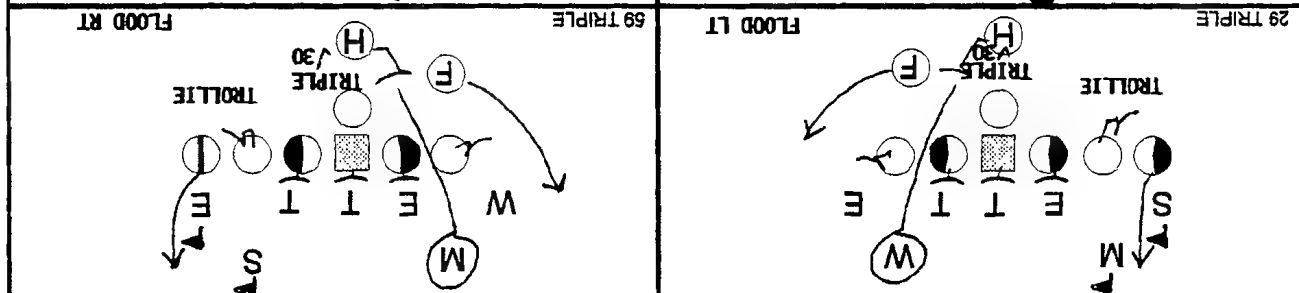
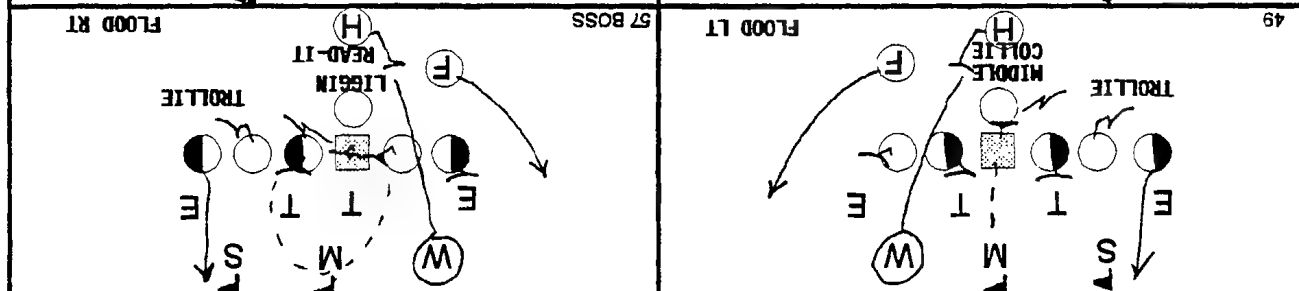
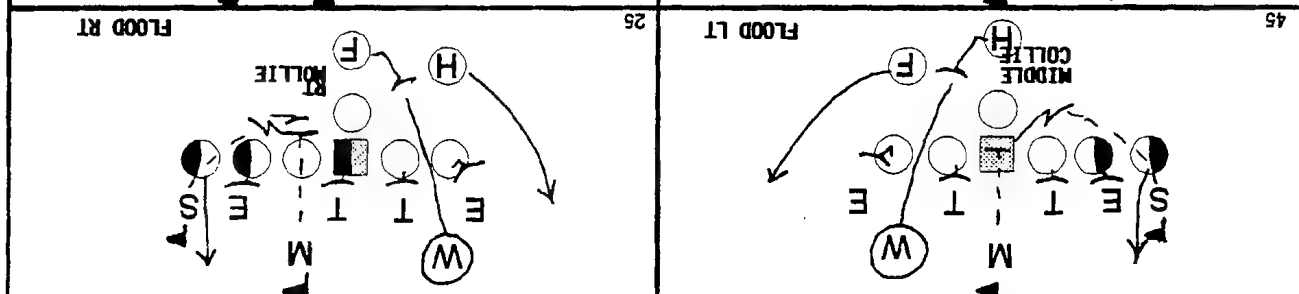
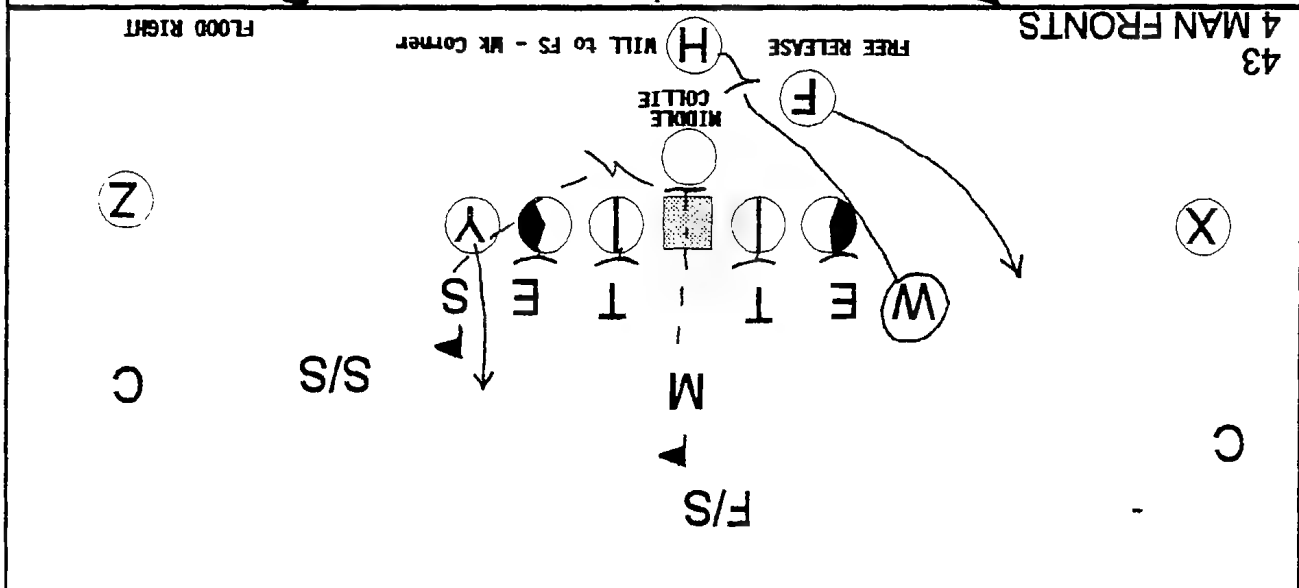
B.) QB adds "Deep" to protection call = 7 step drop.

Ex. "Deep Flood Right 424 Turn Out."

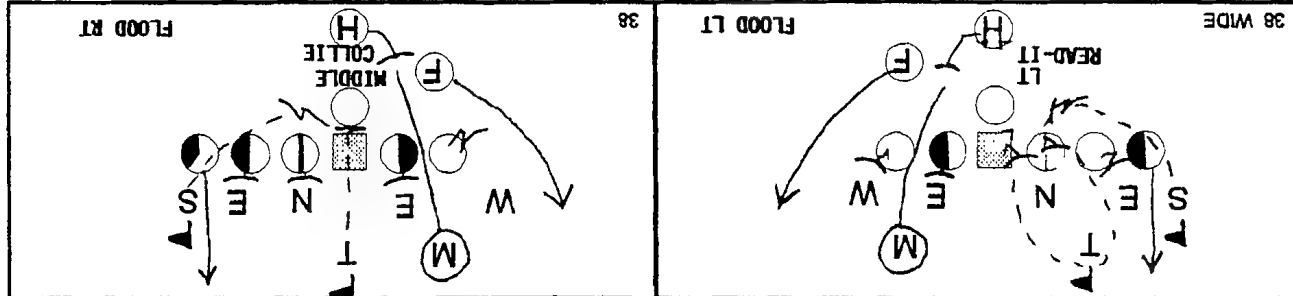
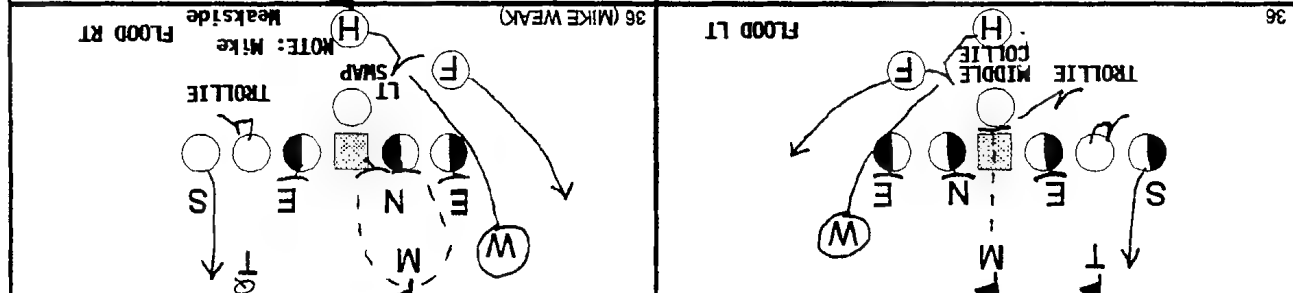
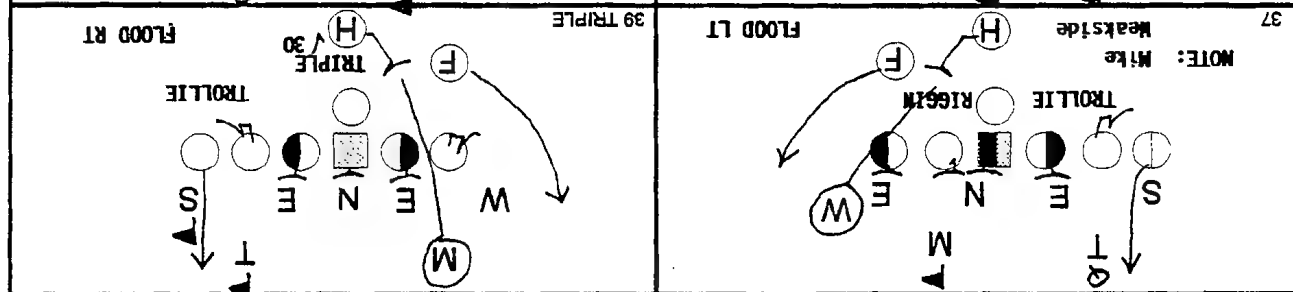
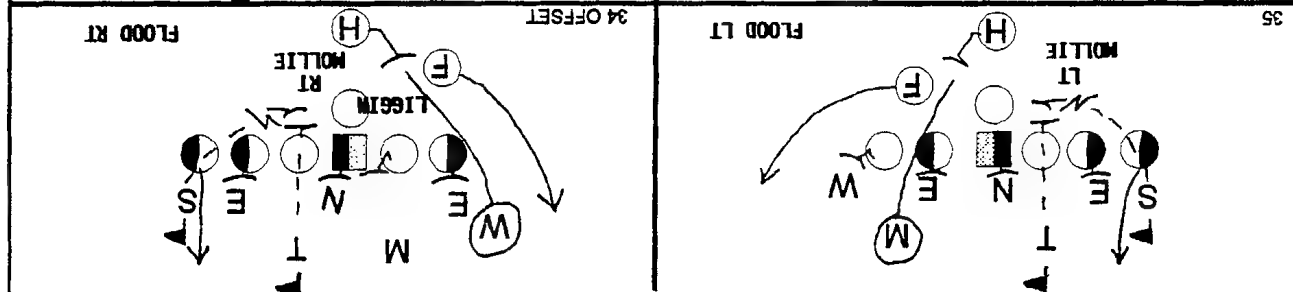
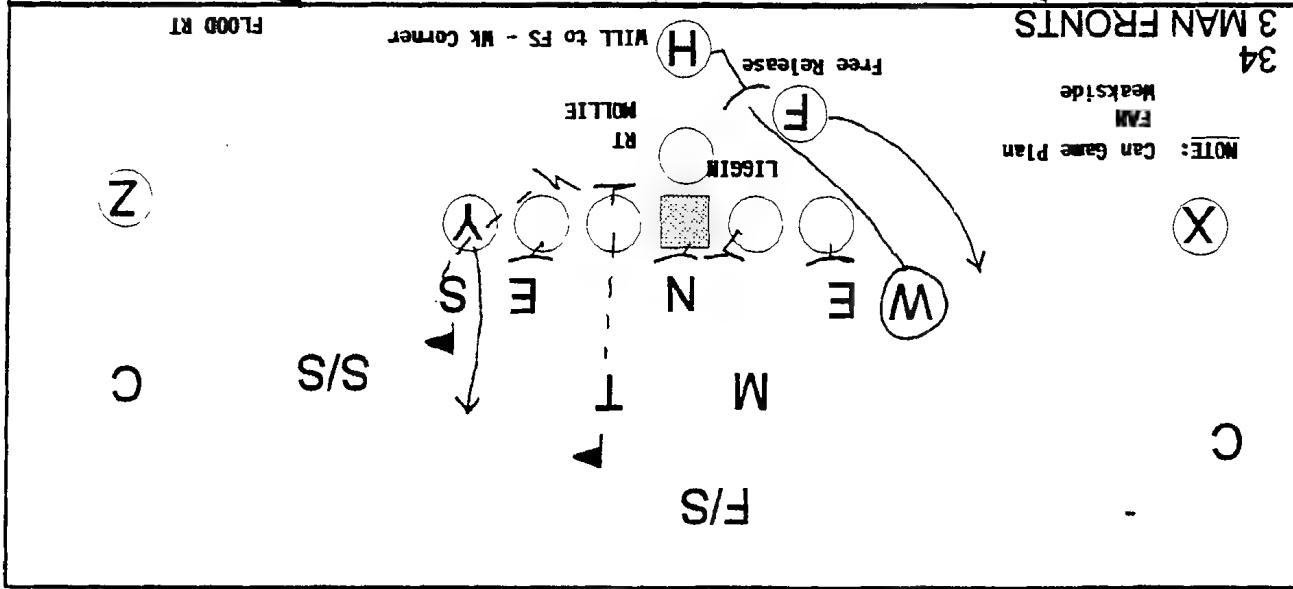
C.) Vs. a 34 look: Can gameplan Fan Weakside.

D.) QB throw Q vs 2 blitzers strongside.

# Flood Protection



# Flood Protection

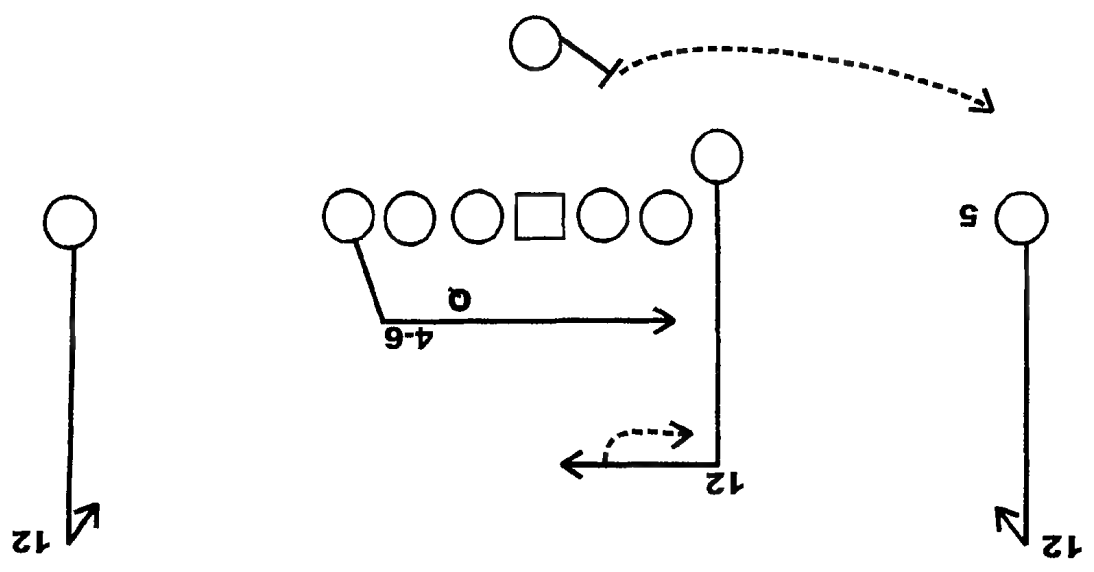




# MIAMI DOLPHINS - OFFENSE

DOUBLE RT.  
FLOOD RT. 424 TURN/WIDE

Double  
Deuce



<b>X</b>	OUTSIDE 4 ROUTE
<b>Y</b>	INSIDE 2 ROUTE (a)
<b>Z</b>	OUTSIDE 4 ROUTE
<b>FB</b>	FREE RELEASE - 12 YD TURN (INSIDE 6 ROUTE)
<b>HB</b>	CHECK WILL - WIDE
<b>QB</b>	5 STEP DROP: VS M/M X or Z. ZONE WORK STRETCH BETWEEN FB/Y N/T HB. ALERT Y ON STRONG BLITZ.

NOTES

# Max Protection

ITEM

Max Protection

PAGE

1-3

# **MAX PROTECTION** 8 Man Protection – 5 Step Drop

**FB/HB:** Scan rule. Responsible for perimeter blocking. 1. S/S 2. F/S to Weak Corner Blitz

**HB/FB:** Block Will to Free Safety to Weak Corner. N/T Check Down.

**Y:** Man Block #3 (Slow).

**LINE:** 8 Man Protection

Protection call side vs 3 or 4 man line; man block #1-man block #2 (Solid).

Vs. a 'T' bubble to protection call side, the inside blocking scheme is a **Squeeze Area** call. Off Guard and Off Tackle block Big on Big.

3 Man Line- **Riggin** or **Liggin** strong. Offside Guard open out.

Note: Can game plan **Fan** weak vs a 34 front. Any weakside reduction will be treated as a 4 man line (big on big).

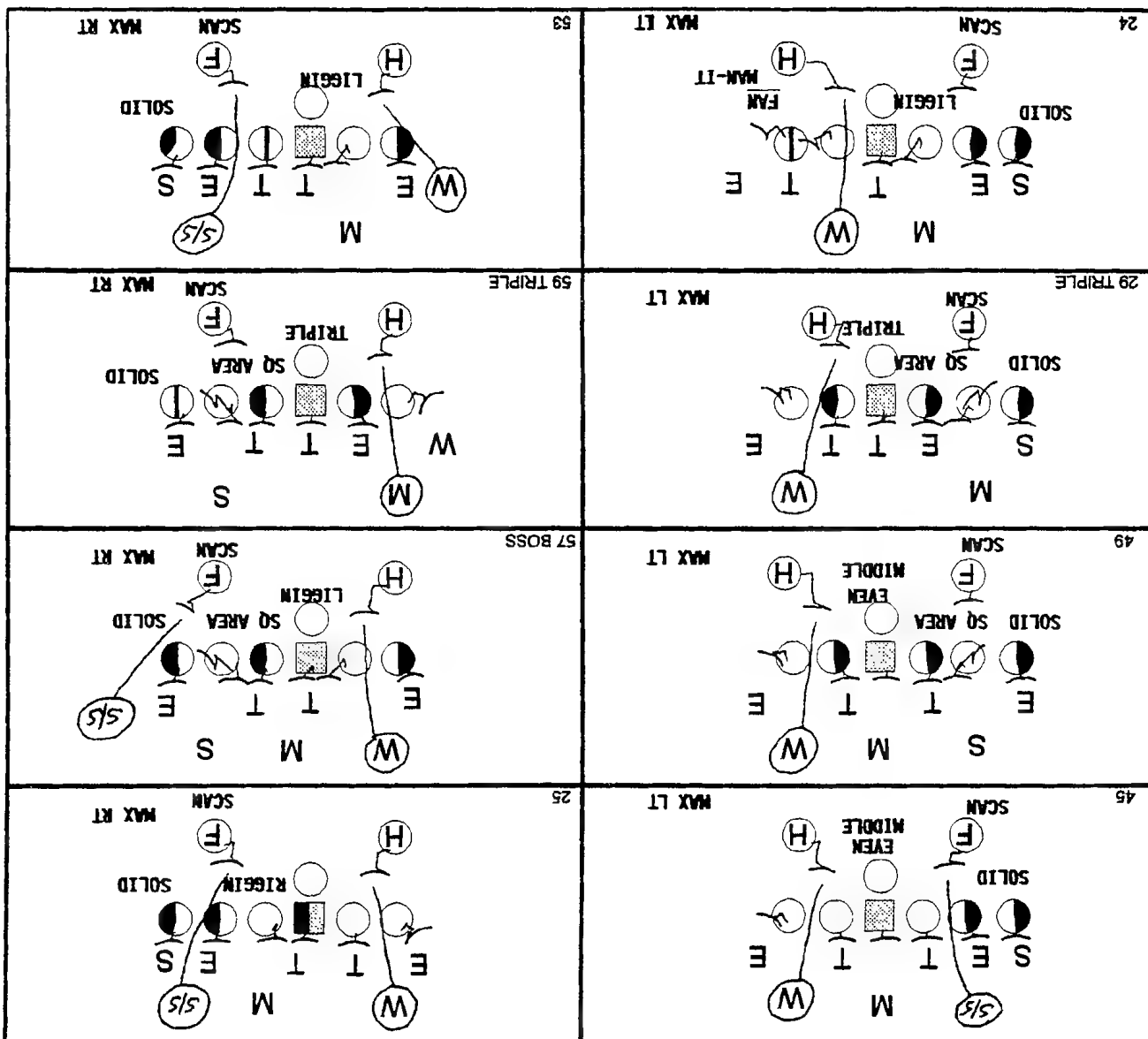
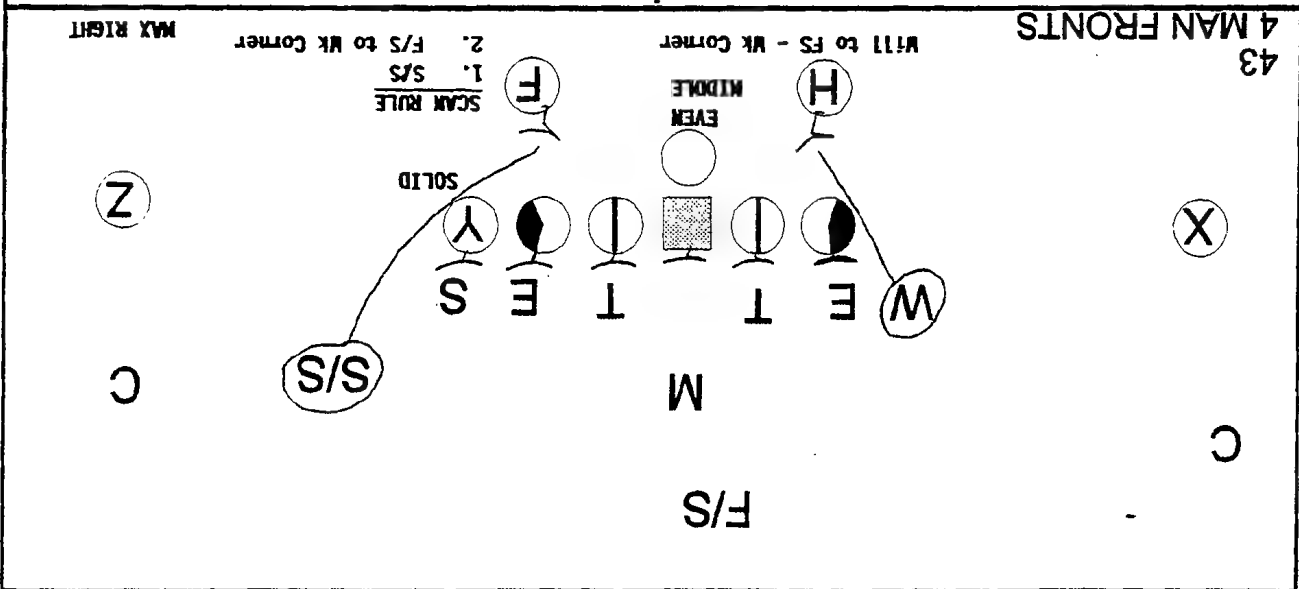
A.) Center responsible for identifying Mike(#0). **Riggin/Liggin** calls used vs an over or under fronts. If covered by LB, **Even Middle** call.

When uncovered RT/LT Swap, **Roger** or **Louie** calls made. Vs. Over front with Backers over strong (BOS), **Riggin** and **Liggin Swap** calls used.

## Protection Notes:

- A.) Always a 5 step drop. Alert to be stout.
- B.) vs 3 Man Line, **Fan** call is game planned. Offside tackle , if Will LBer walked or out, make **Solid** call.
- FB/HB blocks Will LB.

# Max Protection





# Quick Protection

**PAGE**

**ITEM**

1-3	Quick Hot Protection
4	Quick Hot Rt 202 Back Flat
5	Quick hot Rt 712 Hook Wide (Slot)
6	Quick Hot Rt 712 Hook Wide (Z)
7	Quick Hot 141 Hitch (Empty)
8	Quick Hot 999 X Dart (Empty)
9	Quick Hot 939 X Dart (Empty)
10-12	Quick Flood Protection
13	Quick Flood 212 Flat Check
14-16	Quick Read Protection
17	Quick Read 111 Hitch Check
18	Quick Read 222 Cross Check
19-21	Quick Scat Protection
22-24	Quick Slide Protection
25	Quick Slide 21 Flat
26	Quick Slide 22 Check Shoot
27-29	Quick Solid Protection
30-32	Quick Base Protection
33	Quick Base 919
34-36	Quick Max Protection
37	Quick Max 33 (11)
38	Quick Max 19 (73) (Slot)

# **QUICK HOT/HOT PROTECTION**

5 Man Protection – 3 Step Drop (Quick 5)

FB/HB: Free release. Route.

HB/FB: Free release. Route.

Y: Route.

LINE: 5 Man Protection- will include Double Mollies and Bump area reads. Will be used vs. 3 and 4 man lines and in nickel situations.

A.) Center covered by LB or uncovered, Mike to Will. Alert to make a **Tough** call vs a Mike walked up.

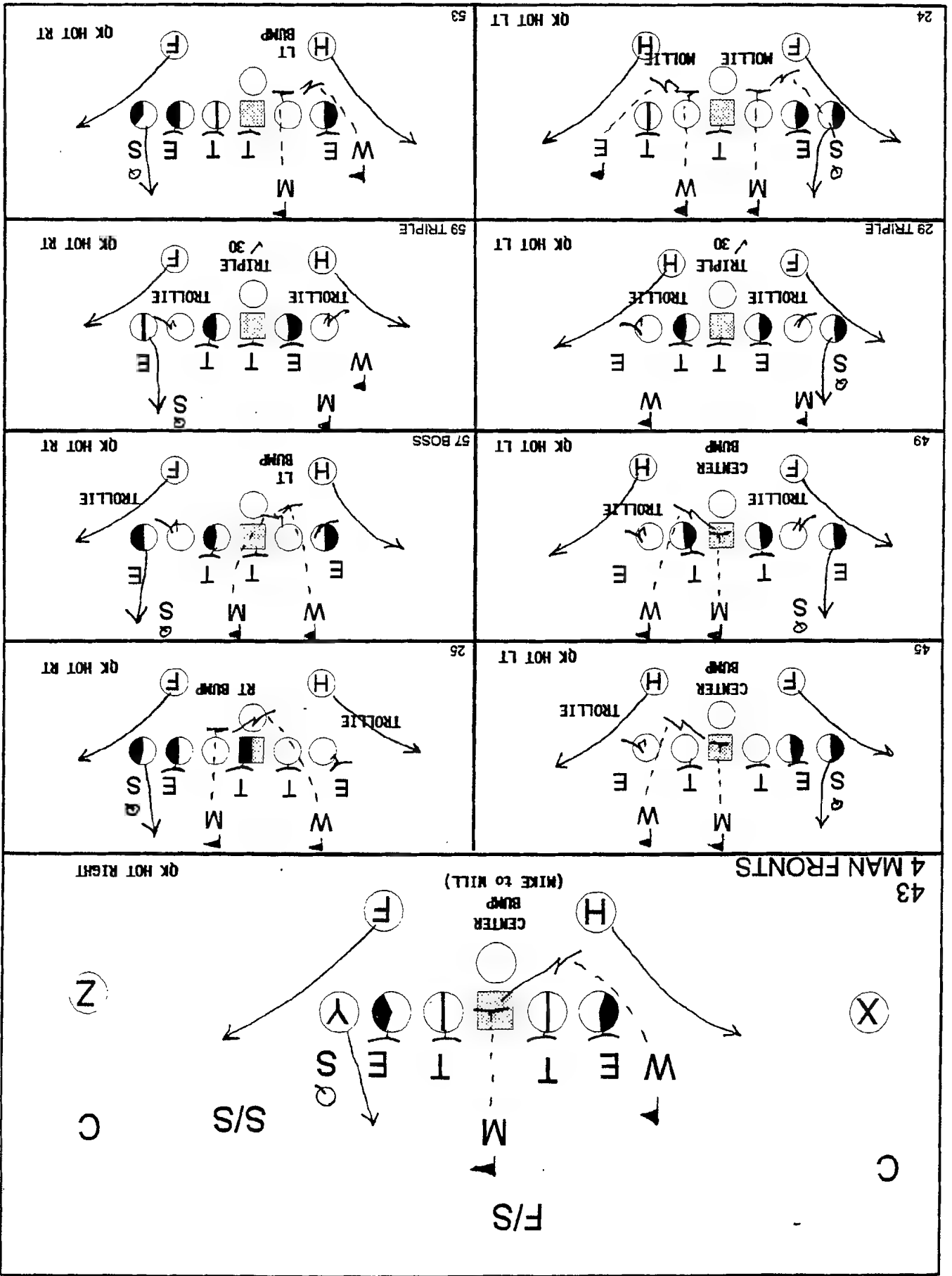
B.) Over or Under look- 1 LB – Center will make a **Mollie** to the uncovered Guard. Vs 2 Lbers and an under look, Center will make a **Bump** call to the uncovered lineman. The uncovered lineman will have a double read "Mike to Will". Center alert to make **Riggin** or **Liggin** Read-It vs Over Boss (Possible Axe).

C.) Vs. 34 front, **Double Mollie**. Note: flat angle- 3 step drop

D.) Tackles- man block #2 to #3 (**Trolie**). If #2 is stacked inside or walked up in either A or B gap, **Squeeze-It** call.

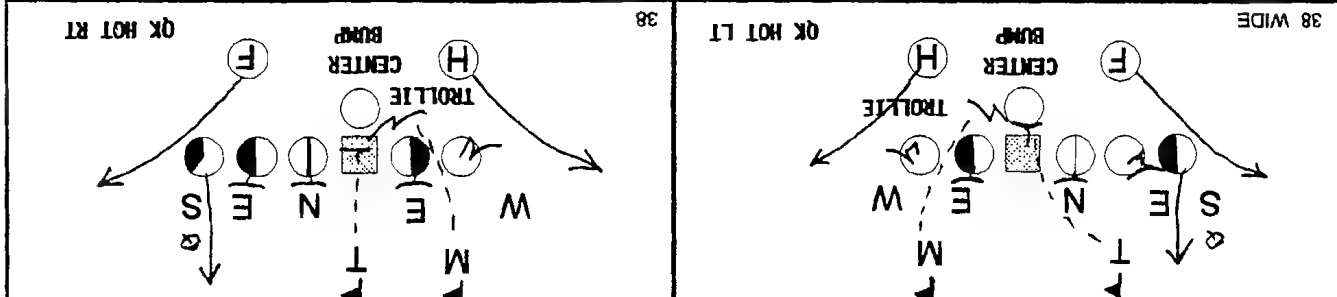
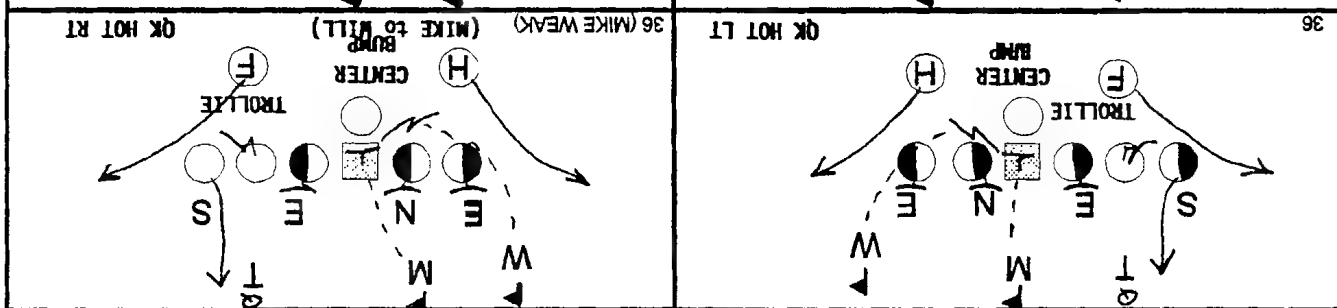
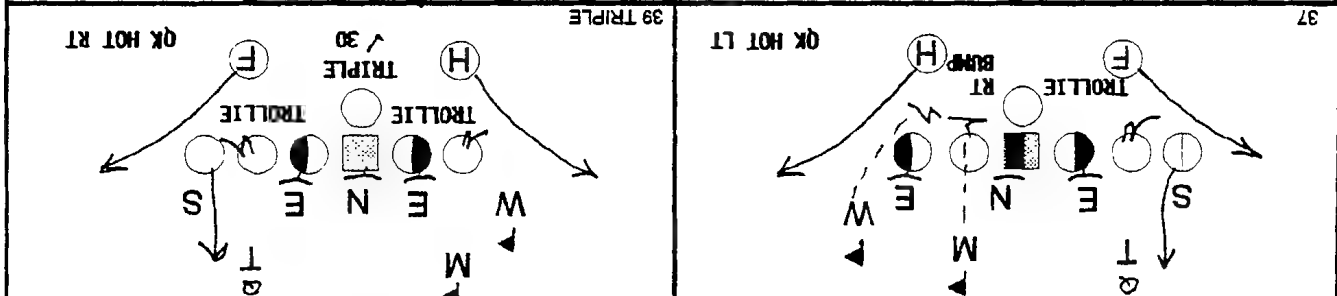
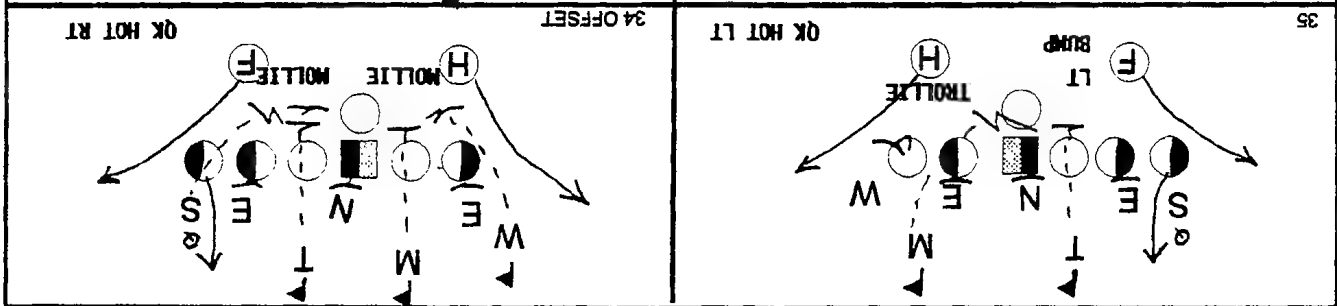
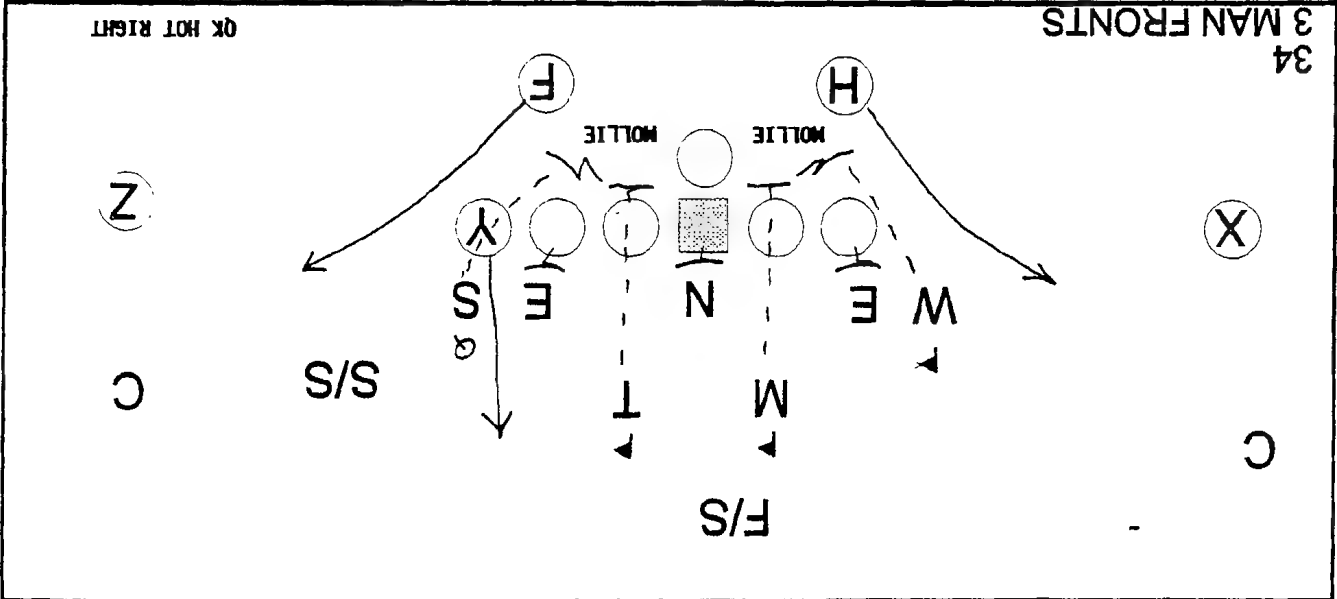
E.) Vs. any Triple look: Alert twist and blitzes.

# Quick Hot Protection





# Quick Hot Protection



**QUICK HOT RT. 202 BACKS/FLAT**

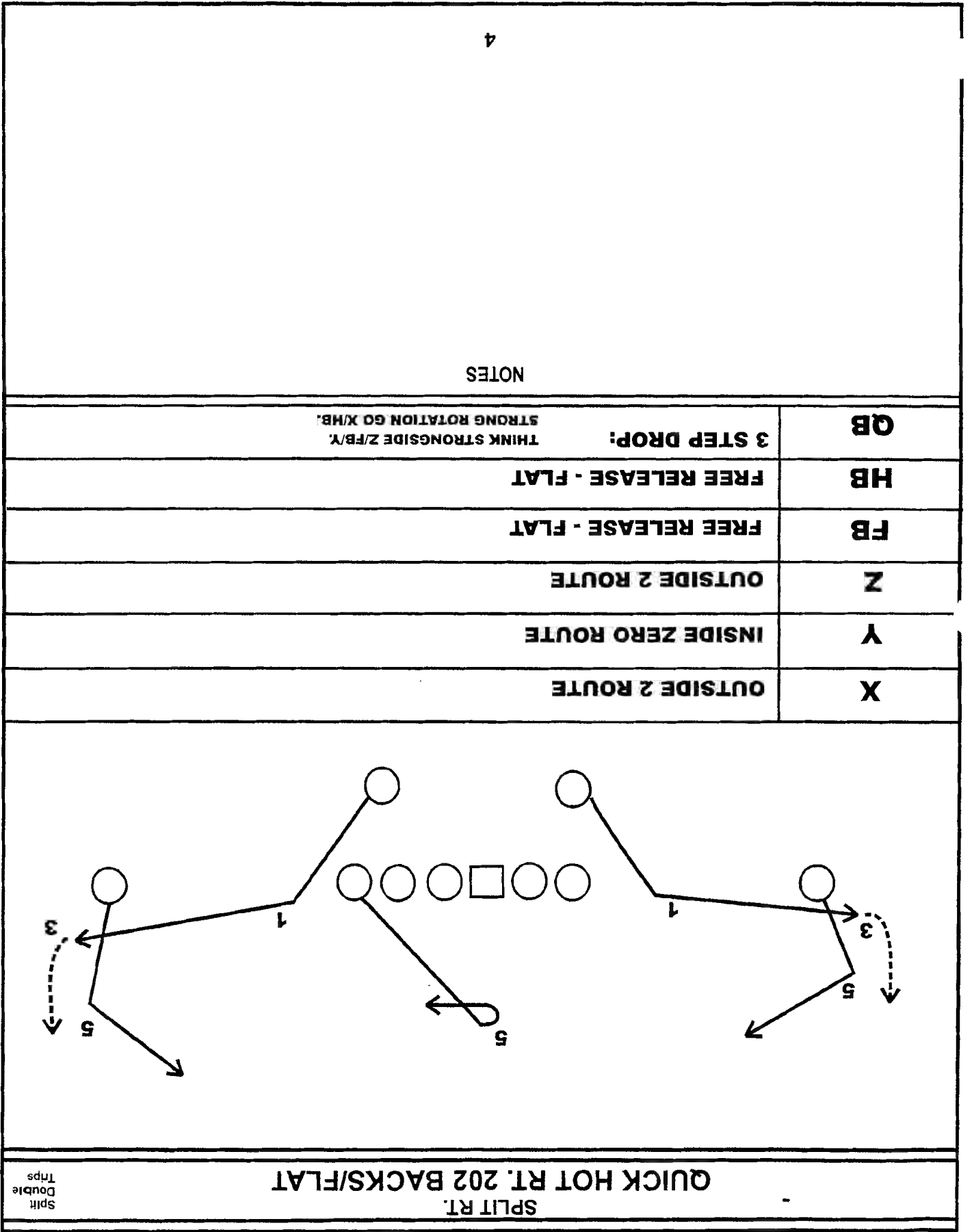
**SPLIT RT.**

**Split Double Trips**

**QUICK HOT RT. 202 BACKS/FLAT**

**SPLIT RT.**

**Split Double Trips**



<b>QB</b>	<b>3 STEP DROP:</b> THINK STRONGSIDE Z/FB/Y. STRONG ROTATION GO X/HB.
<b>HB</b>	<b>FREE RELEASE - FLAT</b>
<b>FB</b>	<b>FREE RELEASE - FLAT</b>
<b>Z</b>	<b>OUTSIDE 2 ROUTE</b>
<b>Y</b>	<b>INSIDE ZERO ROUTE</b>
<b>X</b>	<b>OUTSIDE 2 ROUTE</b>

The diagram illustrates a football play. At the top, a QB (Quarterback) is shown dropping the ball. Below the QB, there are two HB (Halfback) and one FB (Fullback) on the left side, all with 'FREE RELEASE - FLAT' routes. In the center, there is a Z (Tight End) with an 'OUTSIDE 2 ROUTE' and a Y (Wide Receiver) with an 'INSIDE ZERO ROUTE'. On the far right, there is an X (Wide Receiver) with an 'OUTSIDE 2 ROUTE'. The diagram shows the ball's path and the players' movements.

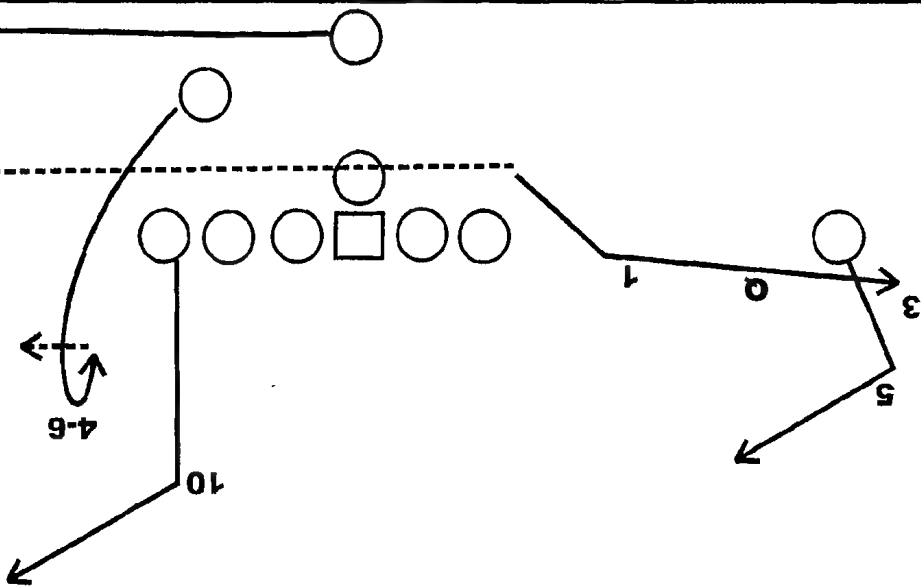
<b>X</b>	OUTSIDE 2 ROUTE
<b>Y</b>	INSIDE ZERO ROUTE
<b>Z</b>	OUTSIDE 2 ROUTE
<b>FB</b>	FREE RELEASE - FLAT
<b>HB</b>	FREE RELEASE - FLAT
<b>QB</b>	<b>3 STEP DROP:</b> THINK STRONGSIDE Z/FB/Y. STRONG ROTATION GO X/HB.

# MIAMI DOLPHINS - OFFENSE

Zoom to Strong Rt Slot

QUICK HOT RT. 712 HOOK/WIDE

Strong Slot  
Trips Slot



OUTSIDE 2 ROUTE

INSIDE 7 ROUTE

INSIDE 1 ROUTE (a)

FREE RELEASE - HOOK ROUTE

FREE RELEASE - WIDE ROUTE (a)

QUICK 5 STEPS: Y to FB to HB (WEAK BLITZ LOOK

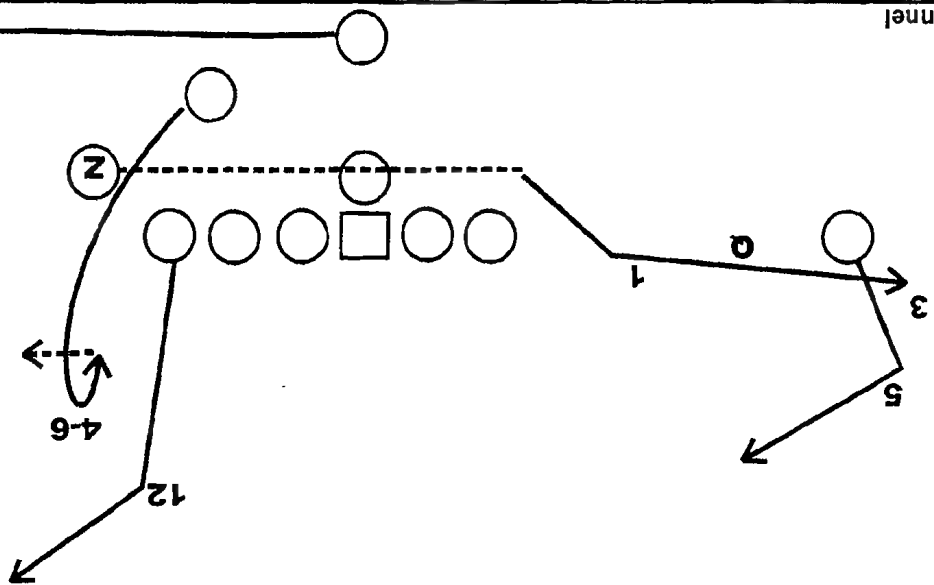
WEAKSIDE) (STRONG BLITZ LOOK FOR WIDE)

NOTES

CAN BE RUN WITH 2 PERSONNEL

# MIAMI DOLPHINS - OFFENSE

STRONG RT - ED LT  
QUICK HOT RT. 712 HOOK/WIDE



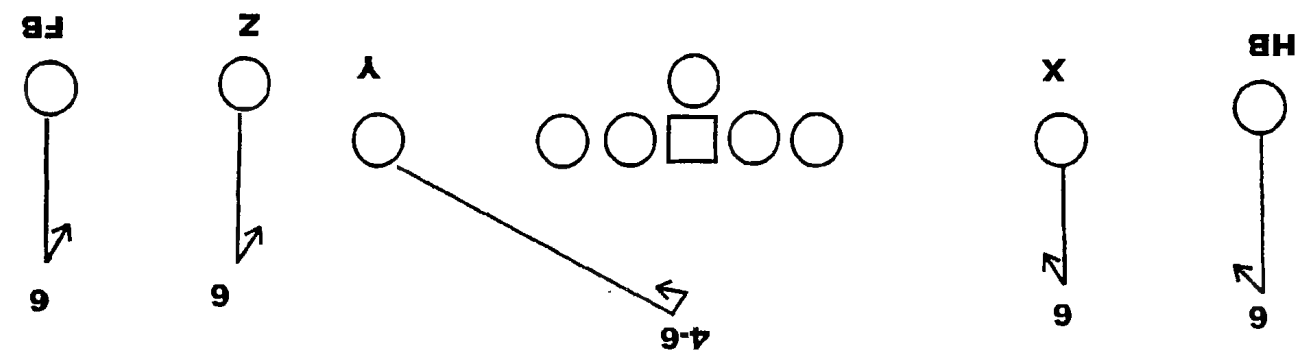
Z Personnel

<b>X</b>	OUTSIDE 2 ROUTE
<b>Y</b>	INSIDE 7 ROUTE
<b>Z</b>	INSIDE 1 ROUTE (Q)
<b>FB</b>	FREE RELEASE - HOOK THEN SLIDE OUT
<b>HB</b>	FREE RELEASE - WIDE (Q)
<b>QB</b>	QUICK 5 STEPS: Y to FB to HB, vs STRONG BLITZ HIT WIDE. vs WEAK BLITZ LOOK Z to X.

NOTES

# MIAMI DOLPHINS - OFFENSE

EMPTY RT.  
QUICK HOT RT. 141 HITCH



X 5 YD SPLIT FORM OT- RUN OUTSIDE 1 ROUTE

Y 5 YD SPLIT FROM OT- RUN INSIDE 4 ROUTE.

Z CUT DOWN SPLIT- RUN OUTSIDE 1 ROUTE.

FB ALIGN IN TRIO- RUN HITCH ROUTE

HB ALIGN IN DUO- RUN HITCH ROUTE

QB 3 STEP DROP: TAKE SIDE WITH DEFENDERS OFF; N/T WORK INSIDE TO OUTSIDE

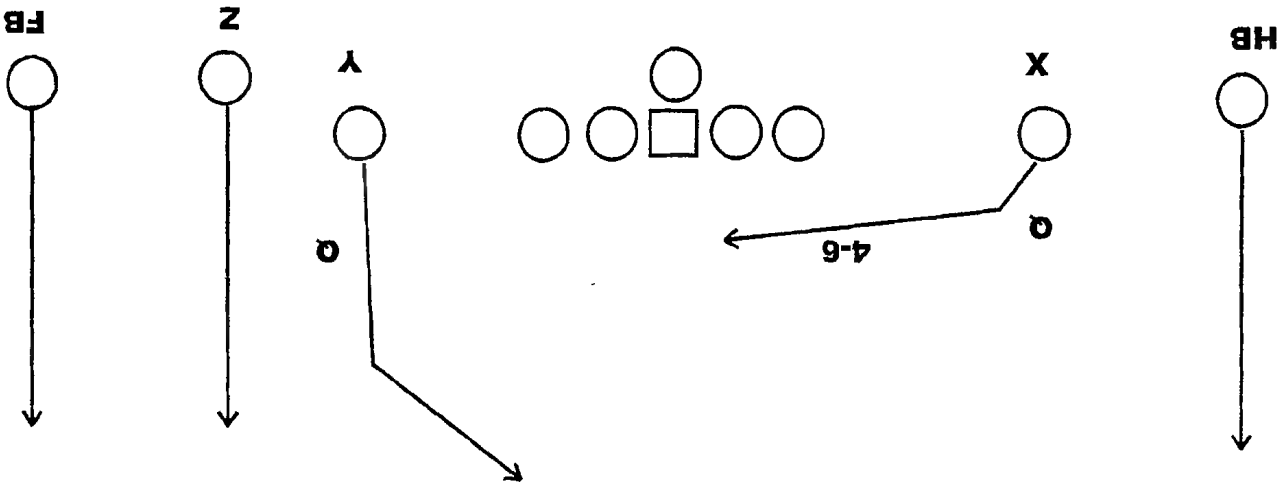
NOTES

MIAMI DOLPHINS - OFFENSE

EMPTY RT.

Empty

HOT RT. 999 X DART



5 YD SPLIT FORM OT- RUN ZERO ROUTE (Q)

X

5 YD SPLIT FROM OT- RUN MIDDLE 9 ROUTE(Q)

Y

CUT DOWN SPLIT- RUN INSIDE 9 ROUTE (TOP OF THE NUMBERS)

Z

ALIGN IN TRIO- RUN SHOOT ROUTE

FB

ALIGN IN DUO- RUN SHOOT ROUTE

HB

5 STEP DROP: LB M/M ON HB (FIRST) N/T GO TO STRONGSIDE N/T  
X (ALERT X VS 2 WEAK BLITZ, Y VS 1 SS BLITZ.)

QB

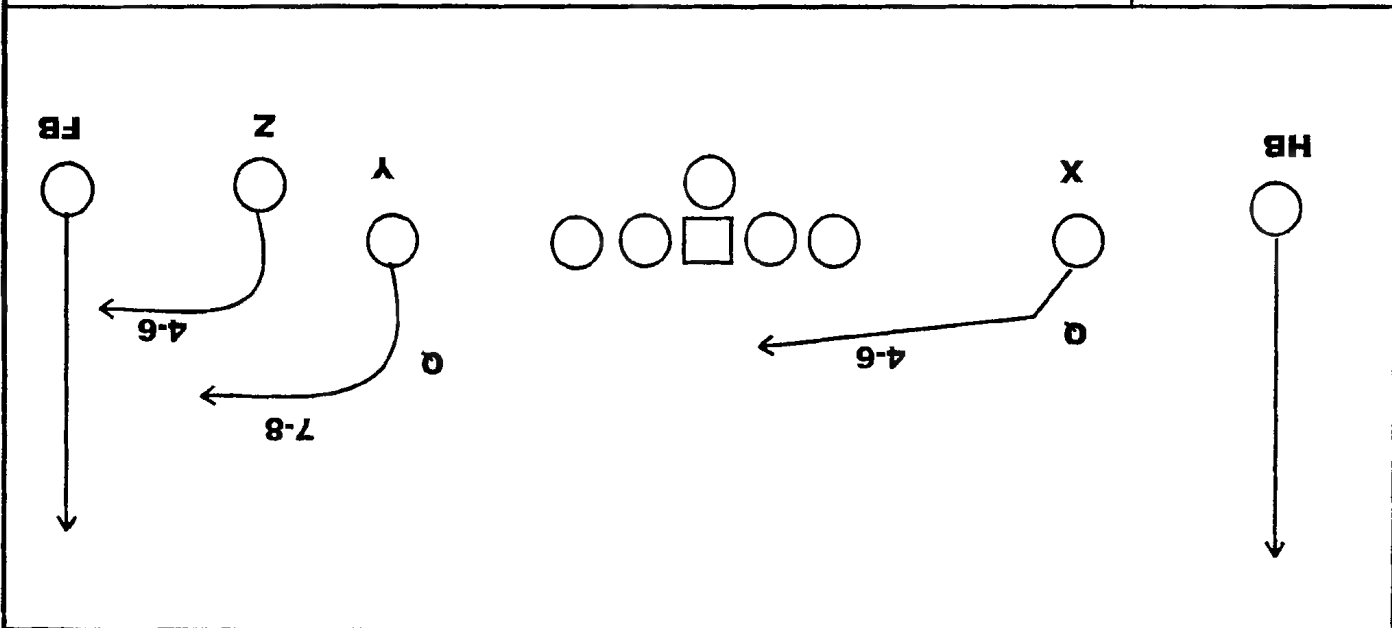
NOTES

# MIAMI DOLPHINS - OFFENSE

EMPTY RT.

HOT RT. 939 X DART

Empty



<b>X</b>	5 YD SPLIT FORM OT- RUN ZERO ROUTE (a)
<b>Y</b>	5 YD SPLIT FROM OT- RUN INSIDE 3 ROUTE(a).
<b>Z</b>	CUT DOWN SPLIT- RUN QUICK 3 ROUTE.
<b>FB</b>	ALIGN IN TRIO- RUN SHOOT ROUTE
<b>HB</b>	ALIGN IN DUO- RUN SHOOT ROUTE
<b>QB</b>	5 STEP DROP: LB M/M ON HB (FIRST); N/T Y/Z; N/T X ON DART. X (ALERT X VS 2 WEAK BLITZ, Y VS 1 SS BLITZ.)

NOTES

# **QUICK FLOOD PROTECTION**

6 Man Protection – 3 Step Drop

**FB/HB:** Man block #3 aggressive. Get Hands Down.

**HB/FB:** Free Release. Route.

**Y:** Route.

**LINE:** 6 Man Protection- Strong side, **Mike to it.**

A.) Center identify Mike(#0) If covered by a LB, **Even Collie- Mike to it.** Uncovered **Right or Left Read-it.** Vs any over front, **Riggin** and **Liggin** calls. When covered by a down lineman and offside Guard covered by LB, make a **Riggin** or **Liggin** to offside Guard.

B.) Onside Guard- If covered by a LB, **Mollie** call (Mike to it). Otherwise Big on Big.

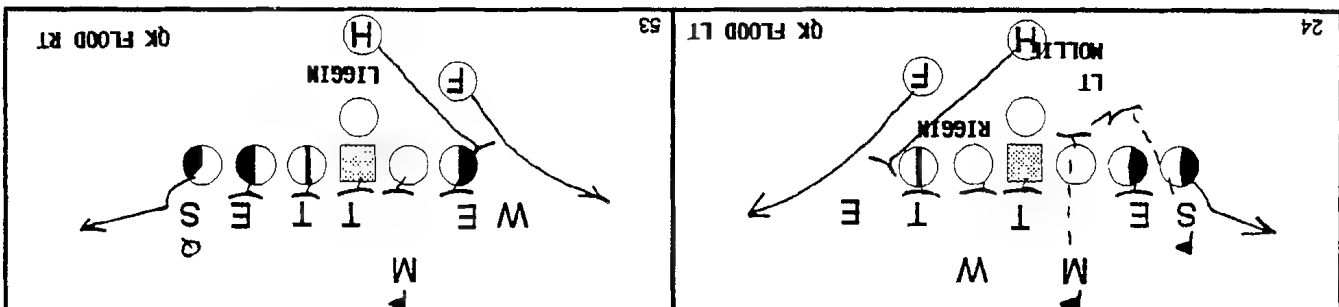
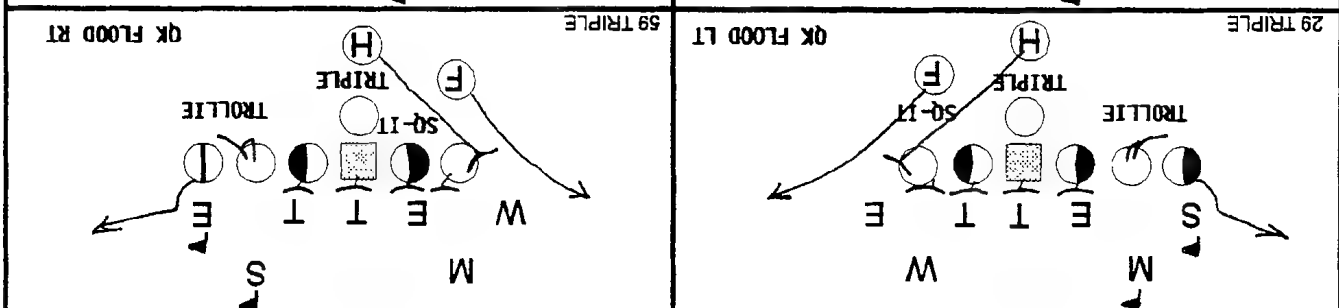
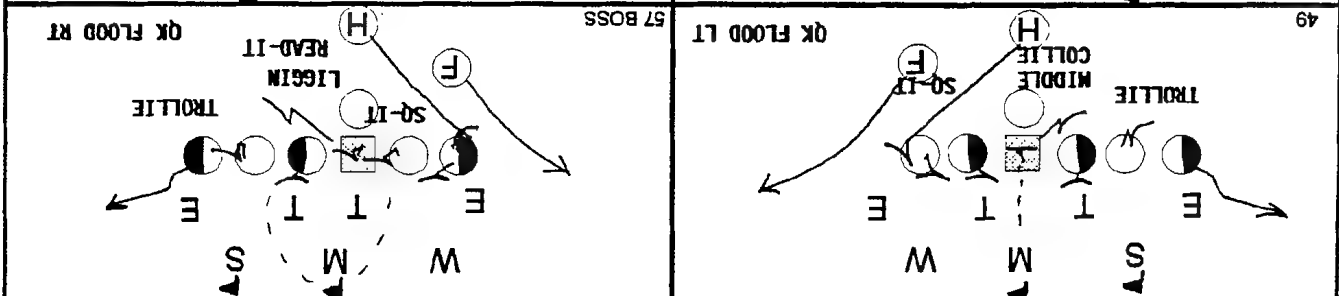
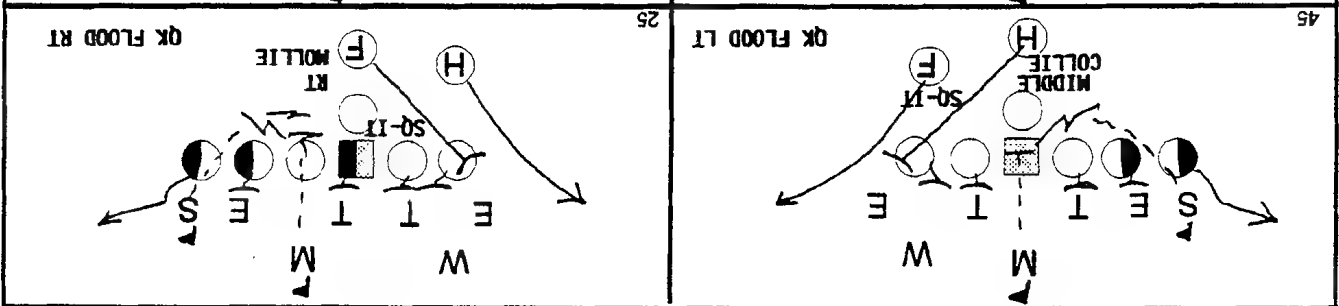
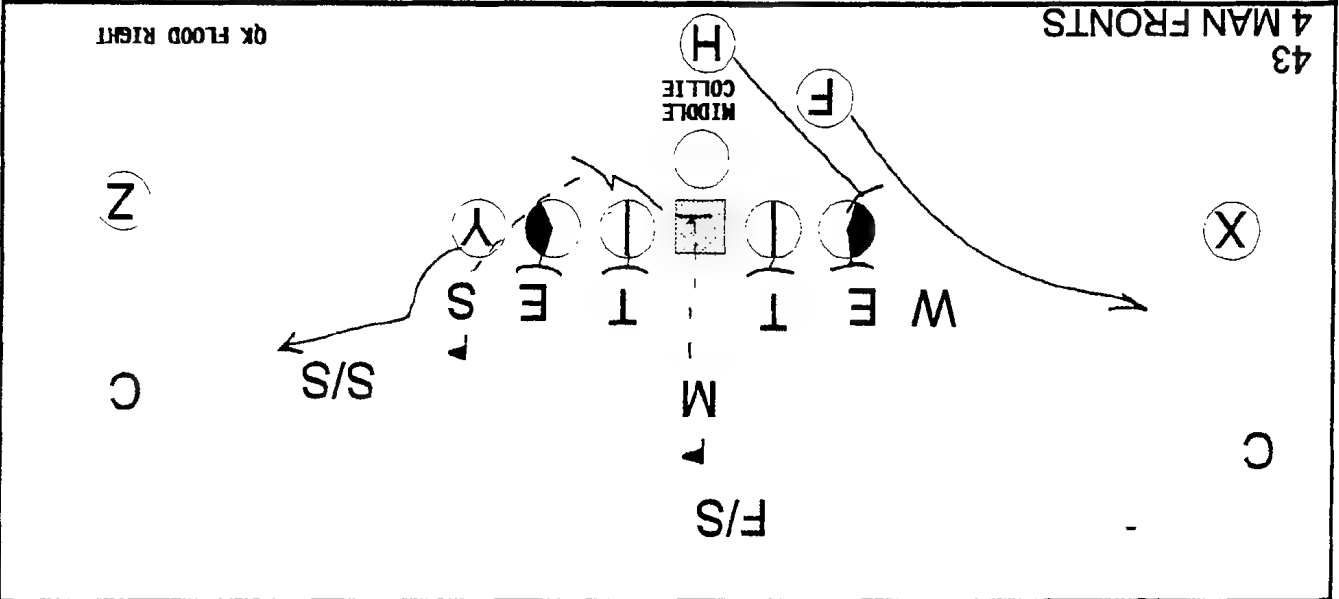
C.) Onside Tackle- man block #2. If #2 is a LB, **Trollie**. If LB stacked inside or walked up in either the A or B gap, **Squeeze-it** call.

D.) Off Guard and Tackle – Man block #1 and #2 respectfully. Alert for **Squeeze-it** call.

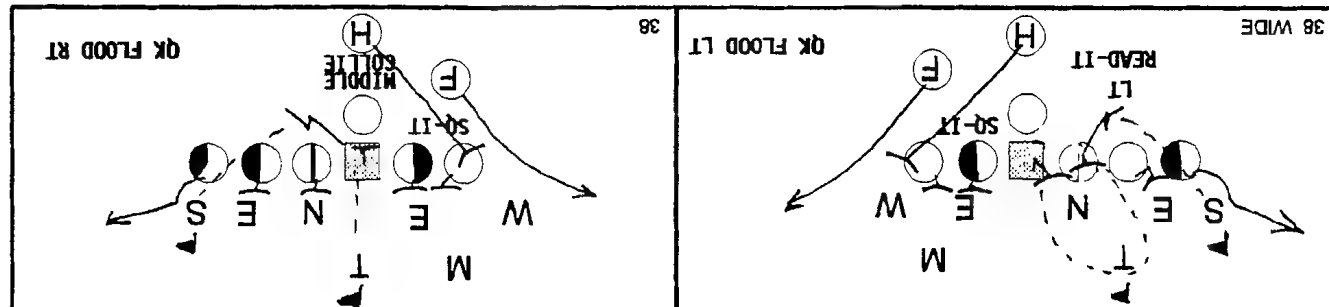
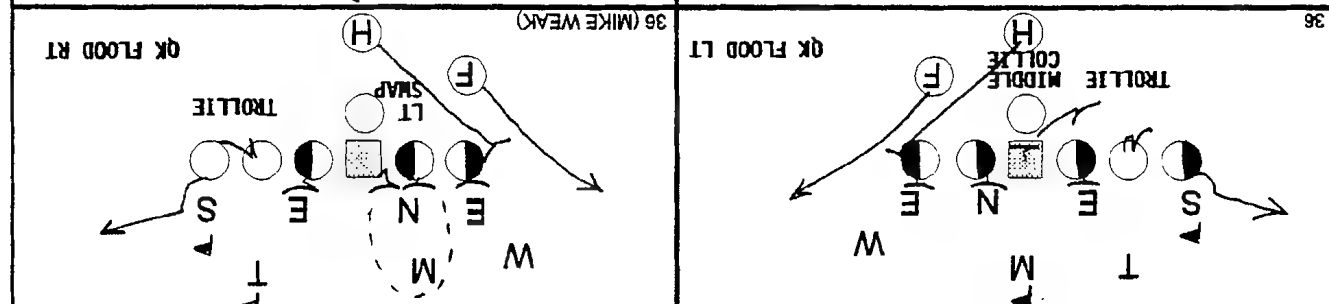
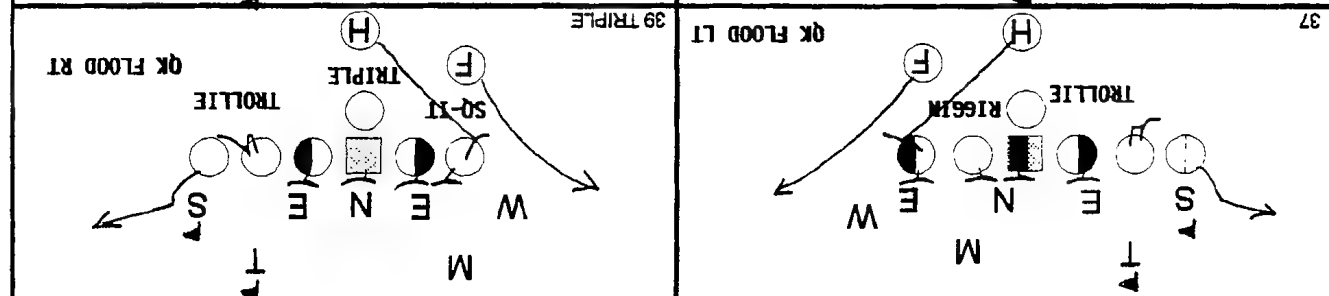
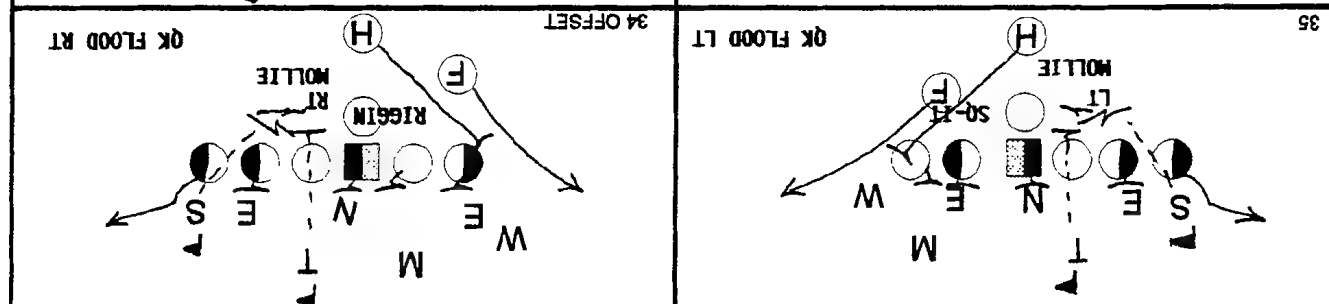
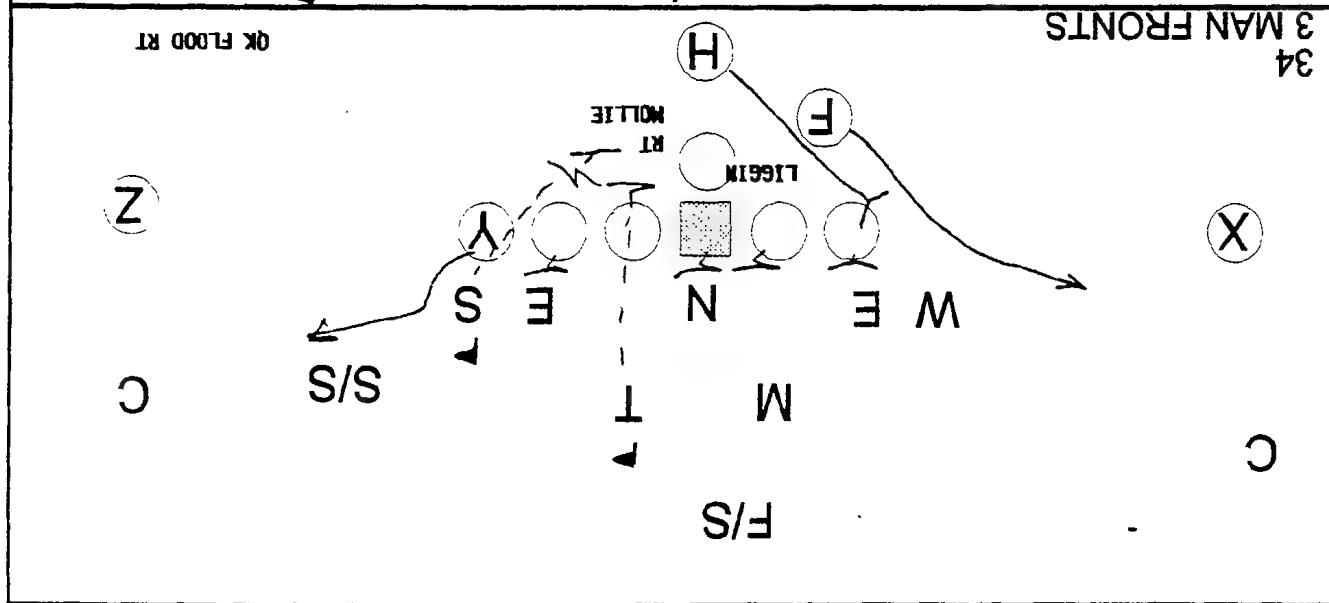
E.) Vs. any triple look alert for twists and blitzes.



# Quick Flood Protection



# Quick Flood Protection



**WEAK LT.**

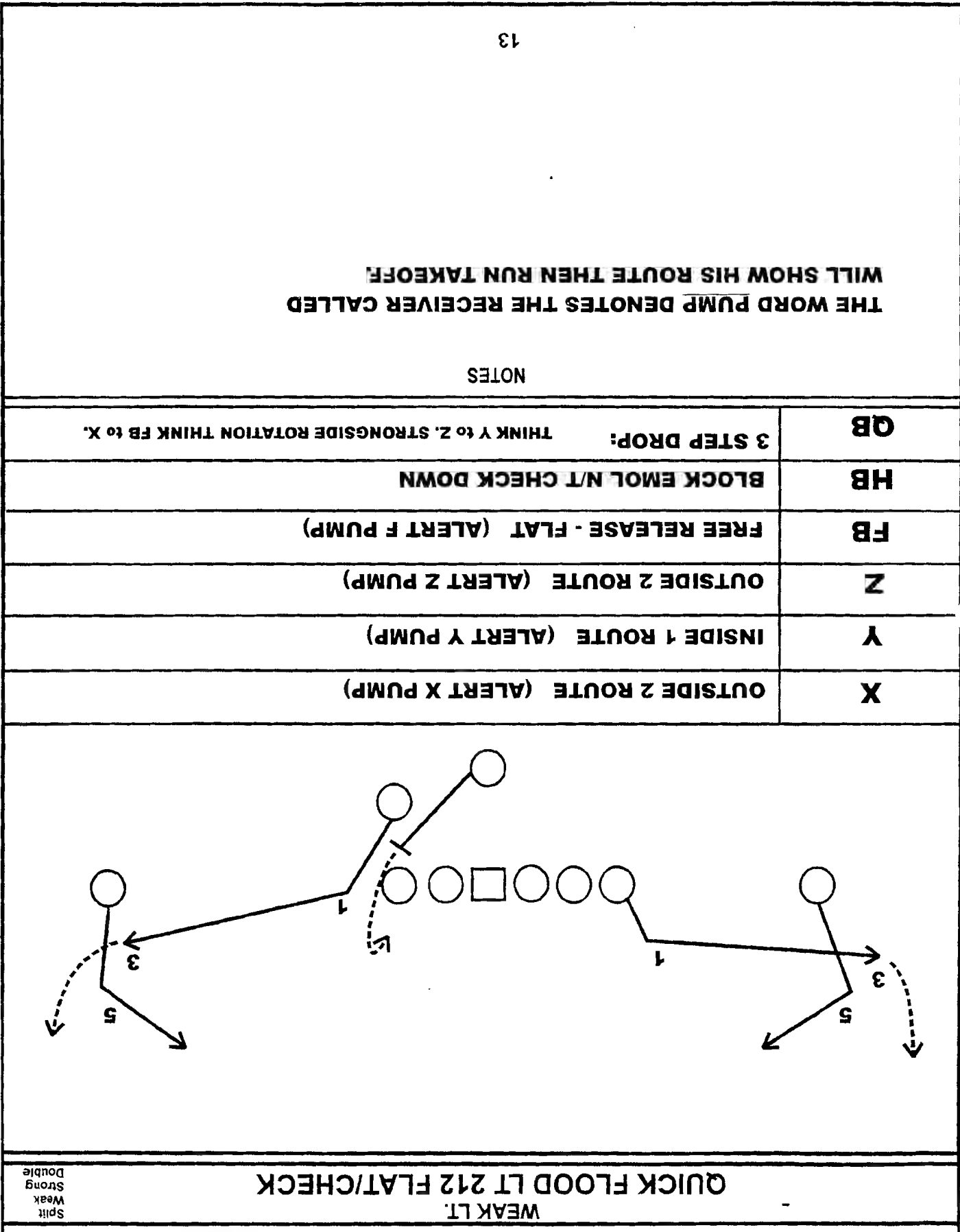
**QUICK FLOOD LT 212 FLAT/CHECK**

Split Weak Strong Double

The diagram illustrates a weak left turn (WEAK LT.) scenario. It shows two main paths for a vehicle turning left from a straight-ahead lane. The top path is labeled 'QUICK FLOOD LT 212 FLAT/CHECK' and shows a vehicle moving from the straight-ahead lane into the left-turn lane, indicated by a dashed line and arrow 1. The bottom path is labeled 'Split Weak Strong Double' and shows a vehicle moving from the straight-ahead lane into the left-turn lane, indicated by a dashed line and arrow 1. Both paths show the vehicle's trajectory as it turns left, with numbered arrows (1, 3, 5) indicating the sequence of movements. The diagram also includes a 'Split Weak Strong Double' label at the bottom, which likely refers to the different types of vehicles or lane configurations involved in the turn.

WEAK LT. QUICK FLOOD LT 212 FLAT/CHECK

Split Weak Strong Double



WEAK LT. <b>QUICK FLOOD LT 212 FLAT/CHECK</b> <small>Split Weak Strong Double</small>	
<b>X      OUTSIDE 2 ROUTE (ALERT X PUMP)</b>	
<b>Y      INSIDE 1 ROUTE (ALERT Y PUMP)</b>	
<b>Z      OUTSIDE 2 ROUTE (ALERT Z PUMP)</b>	
<b>FB      FREE RELEASE - FLAT (ALERT F PUMP)</b>	
<b>HB      BLOCK EMOL N/T CHECK DOWN</b>	
<b>QB</b>	<b>3 STEP DROP:</b> THINK Y to Z. STRONGSIDE ROTATION THINK FB to X.

**NOTES**

**THE WORD PUMP DENOTES THE RECEIVER CALLED WILL SHOW HIS ROUTE THEN RUN TAKEOFF**

13

[illegible]

WEAK LT.  
 QUICK FLOOD LT 212 FLAT/CHECK  
 Split Weak Strong Double

# QUICK READ PROTECTION

(Slide)  
6 Man Protection – 3 Step Drop

FB/HB:

Dual read strongside.  
4 man line = Mike, Sam to Strong Safety.  
3 man line = Ted, Sam to Strong Safety.  
Note: Triple call by center, check 30 = responsible for  
weakside "Bump" LB to strongside "Bump" LB.

HB/FB:

Free release. Route.

Y:

Route.

LINE:

6 Man Protection- Slide away from protection called.  
Note: Call Side be stout, take them on at the LOS.

A.)

4 Man Line- Onside Guard and Tackle; Big on Big.  
Onside Guard when covered by a LB start the slide.  
Onside Tackle when covered by a LB and LB walks  
up in either A or B gap, **Squeeze-it.**  
3 Man Line-vs any strong reduction treat like  
4 man line (Big on Big).

C.)

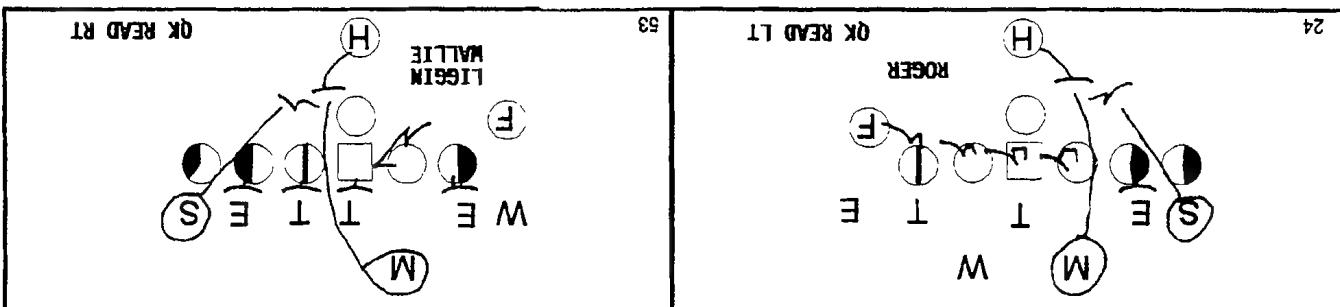
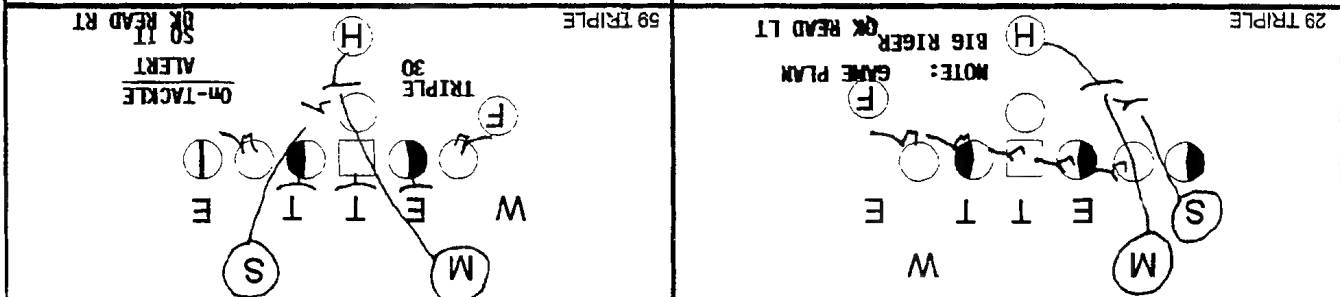
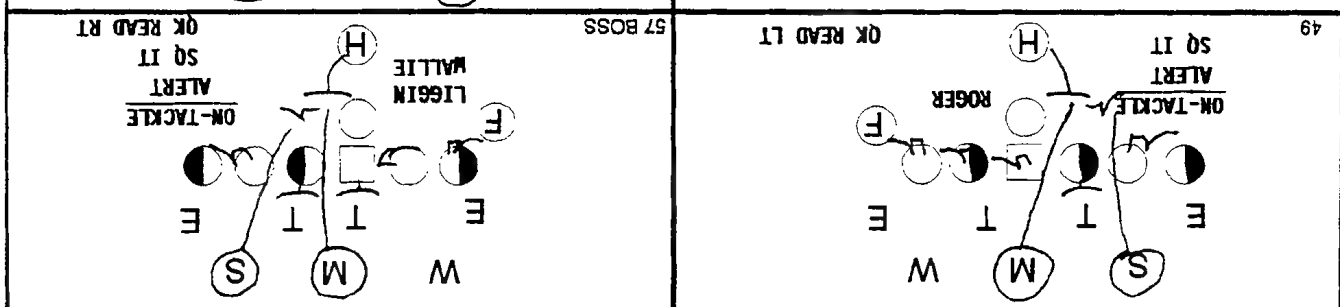
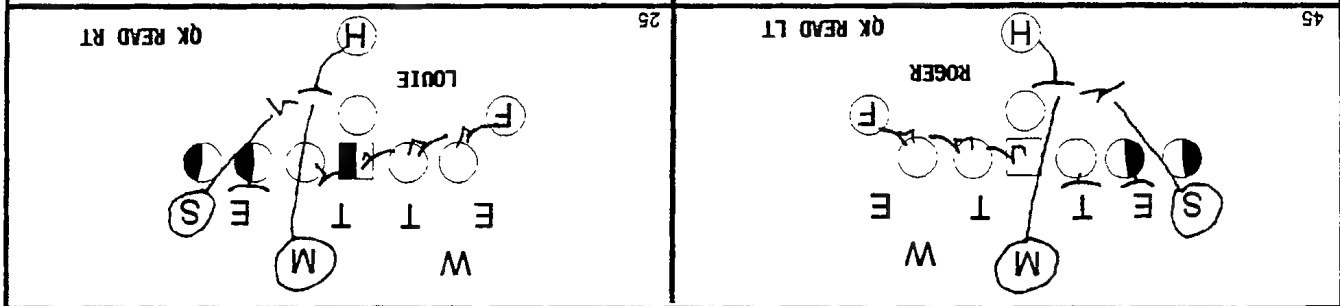
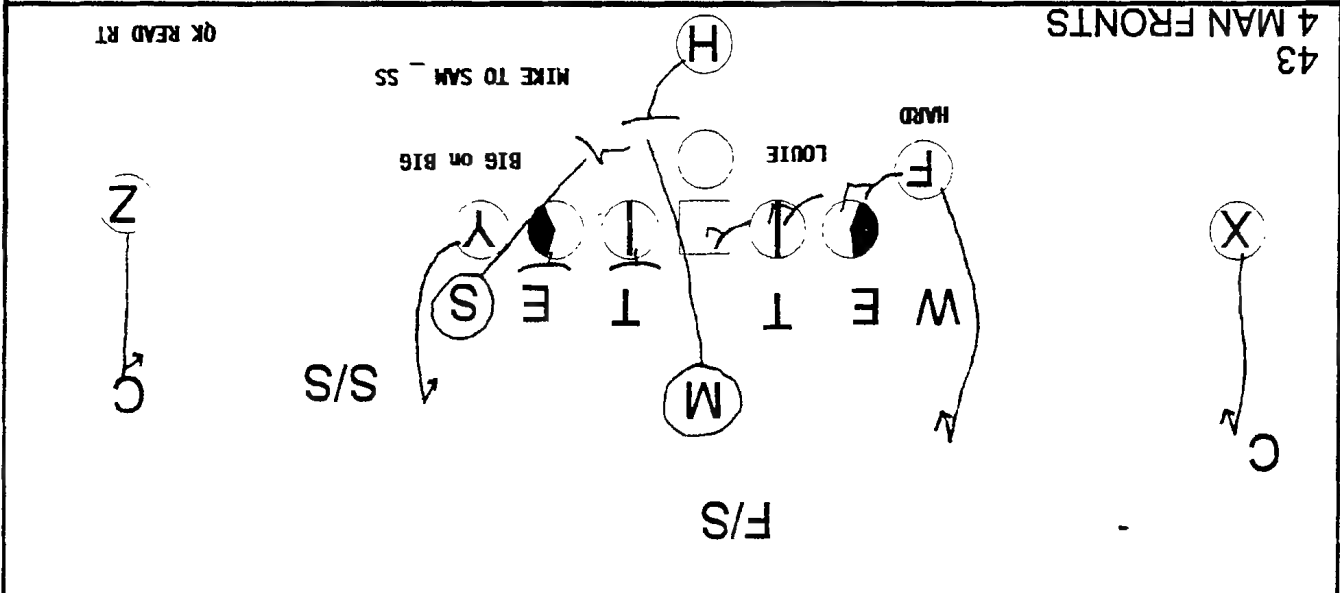
Triple Look- Alert for **Triple** call from the Center with a  
check 30 call. Onside Tackle, if covered by a LB and LB  
walks up in either A or B gap, **Squeeze-it.**  
Over Look- Off Guard "**Wallie**", Take Mike if in Tuff  
otherwise look to Will. Vs Over Boss-**Riggin/Liggin**  
"**Wallie.**"

D.)

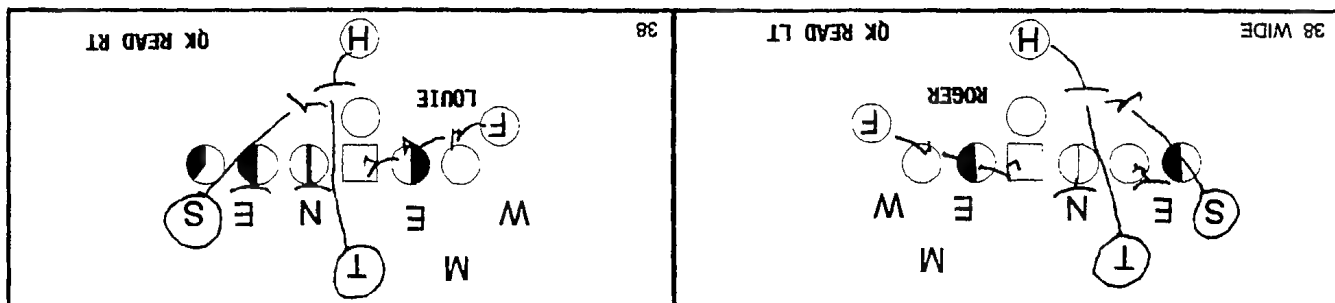
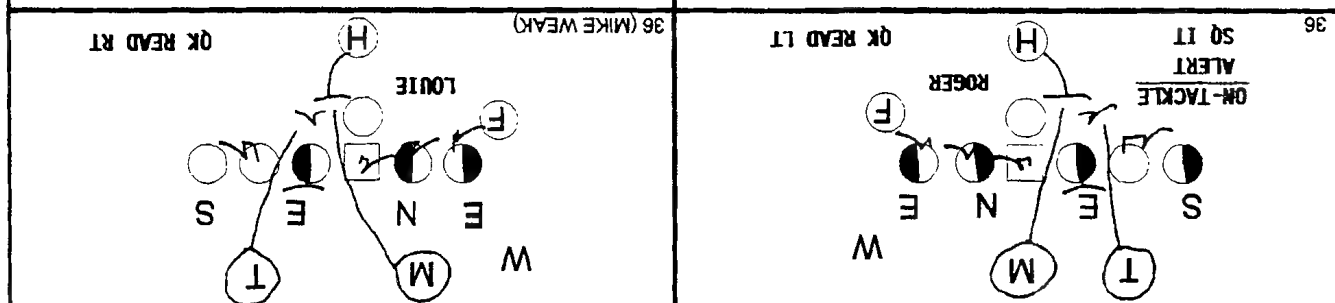
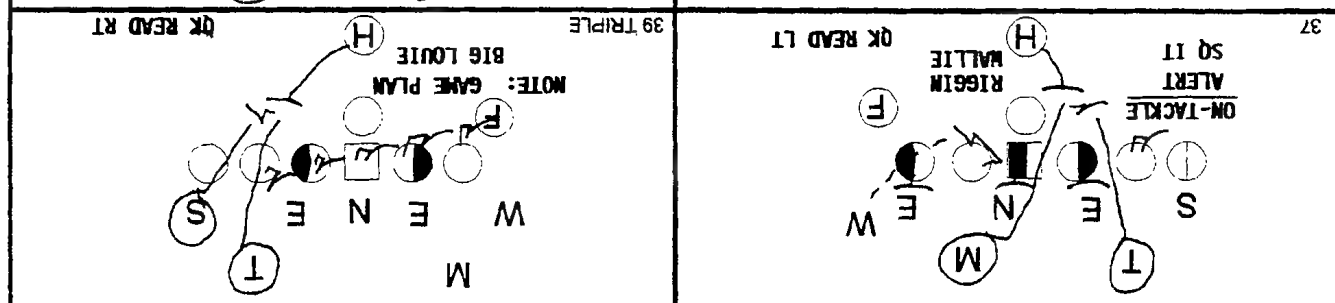
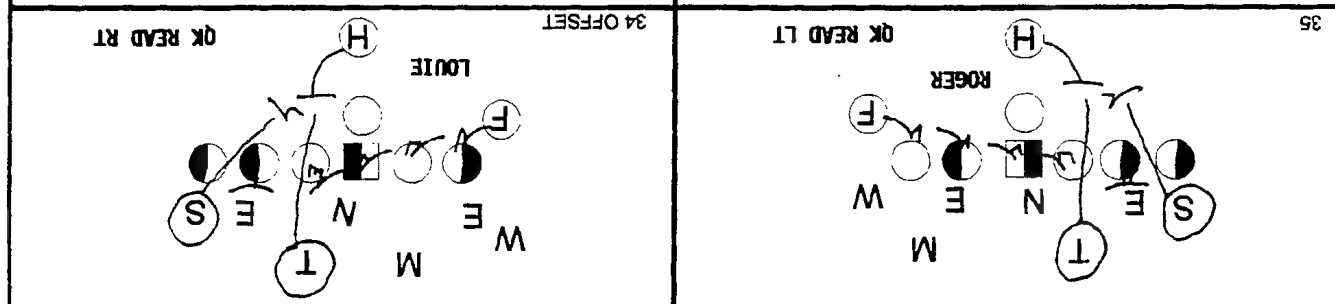
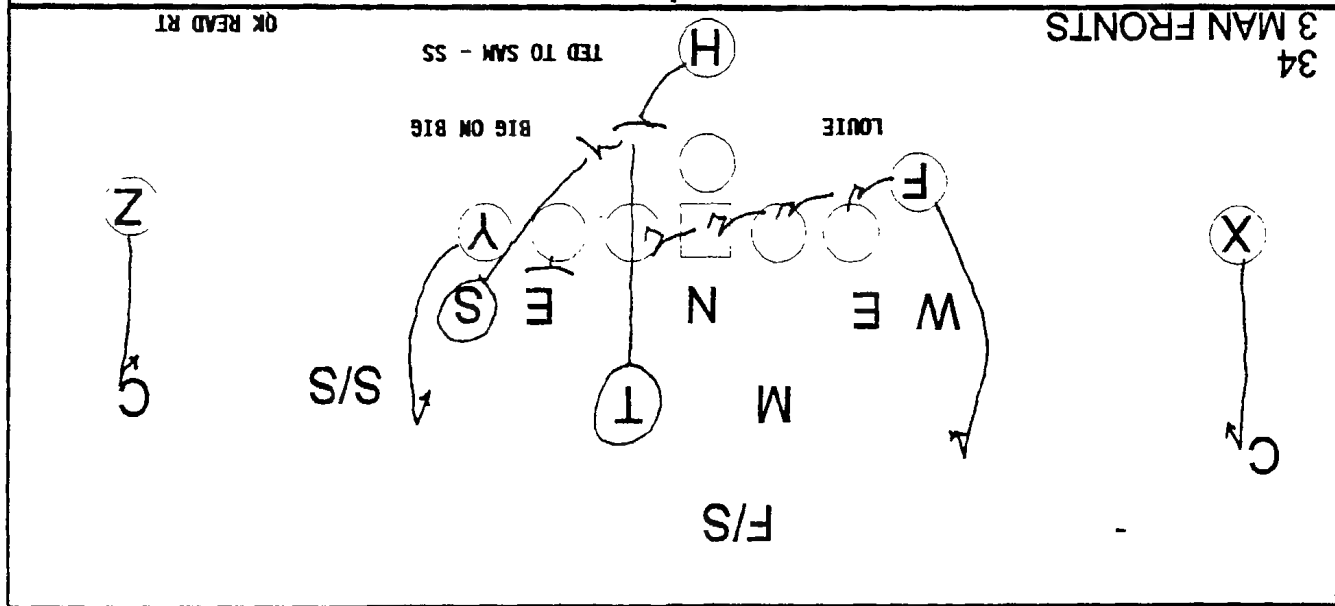
A. Can Gameplan vs Triple Looks, Big Roger  
or Big Louie. Onside Tackle starts the slide.  
FB/HB responsible for the strong bump Lber  
to end man.

Protection Notes:

# Quick Read Protection



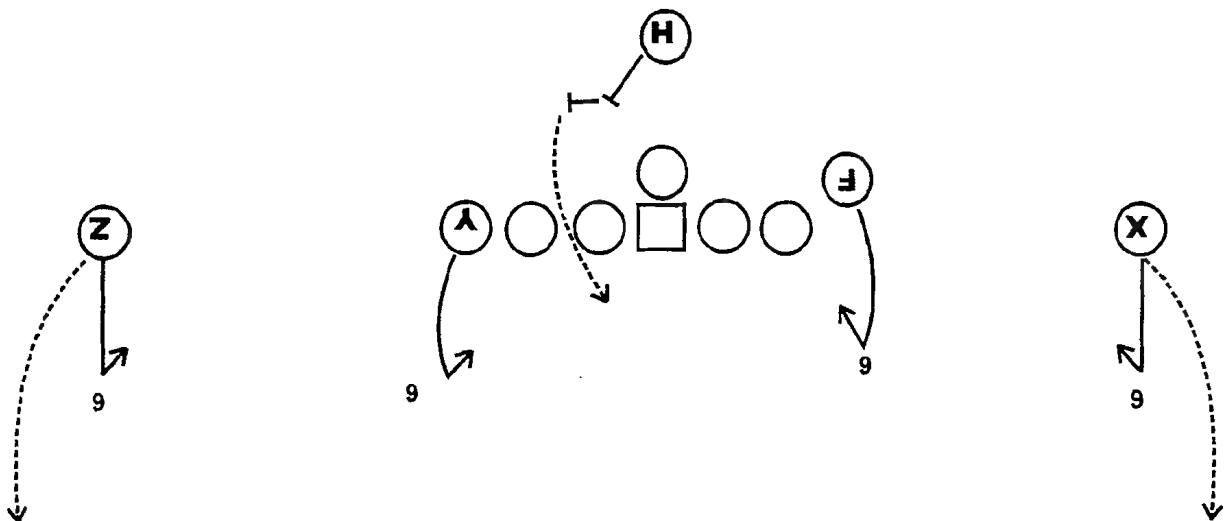
# Quick Read Protection



# MIAMI DOLPHINS - OFFENSE

DOUBLE RT.  
QUICK READ 111 HITCH/CHECK

Double  
Ace  
Deuce  
Spread  
Flex



X OUTSIDE 1 ROUTE (HITCH) FADE VS ROTATION

Y OUTSIDE 1 ROUTE (HITCH)

Z OUTSIDE 1 ROUTE (HITCH) FADE VS ROTATION

FB FREE RELEASE, ROUTE= 6 YD HITCH

HB CHECK MIKE/SAM N/T CHECK DOWN

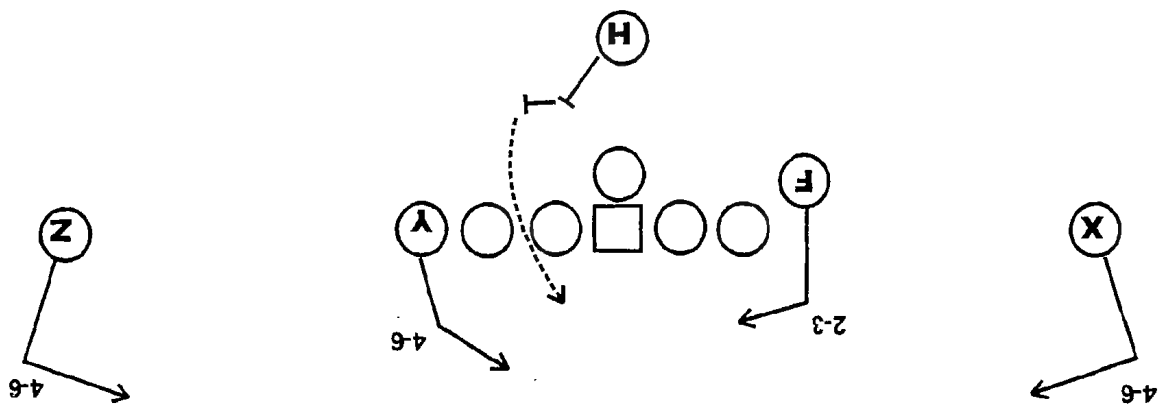
QB 3 STEP DROP: TAKE SIDE AWAY WITH CORNER OFF VS PRESS M/M PICK A SIDE.  
VS COVER 2 WORK WITH Y OR FB

NOTES

# MIAMI DOLPHINS - OFFENSE

Double  
Ace  
Deuce  
Spread  
Flex

DOUBLE RT.  
QUICK READ 222 CROSS/CHECK



OUTSIDE 2 ROUTE

X

OUTSIDE 2 ROUTE

Y

OUTSIDE 2 ROUTE

Z

FREE RELEASE, CROSS

FB

CHECK MIKE/SAM N/T CHECK DOWN

HB

3 STEP DROP:  
GO TO SIDE AWAY FROM ROTATED SAFETY.  
VS COVER 2 STAY STRONG.

QB

NOTES



# **QUICK SCAT PROTECTION**

6 Man Protection – 3 Step Drop

FB/HB:

Free Release. Route.

HB/FB:

Man block #3 aggressive. Get Hands Down.

Y:

Route.

LINE:

6 Man Protection- Strong side, Mike to it.

A.) Center identify Mike(#0) if covered by a LB, Even  
**Collie- Mike to it.** Uncovered **Right or Left Read-it.**  
 Vs any over front, **Riggin** and **Liggin** calls. When  
 covered by a down lineman and offside Guard  
 covered by LB, make a **Riggin** or **Liggin** to offside  
 Guard.

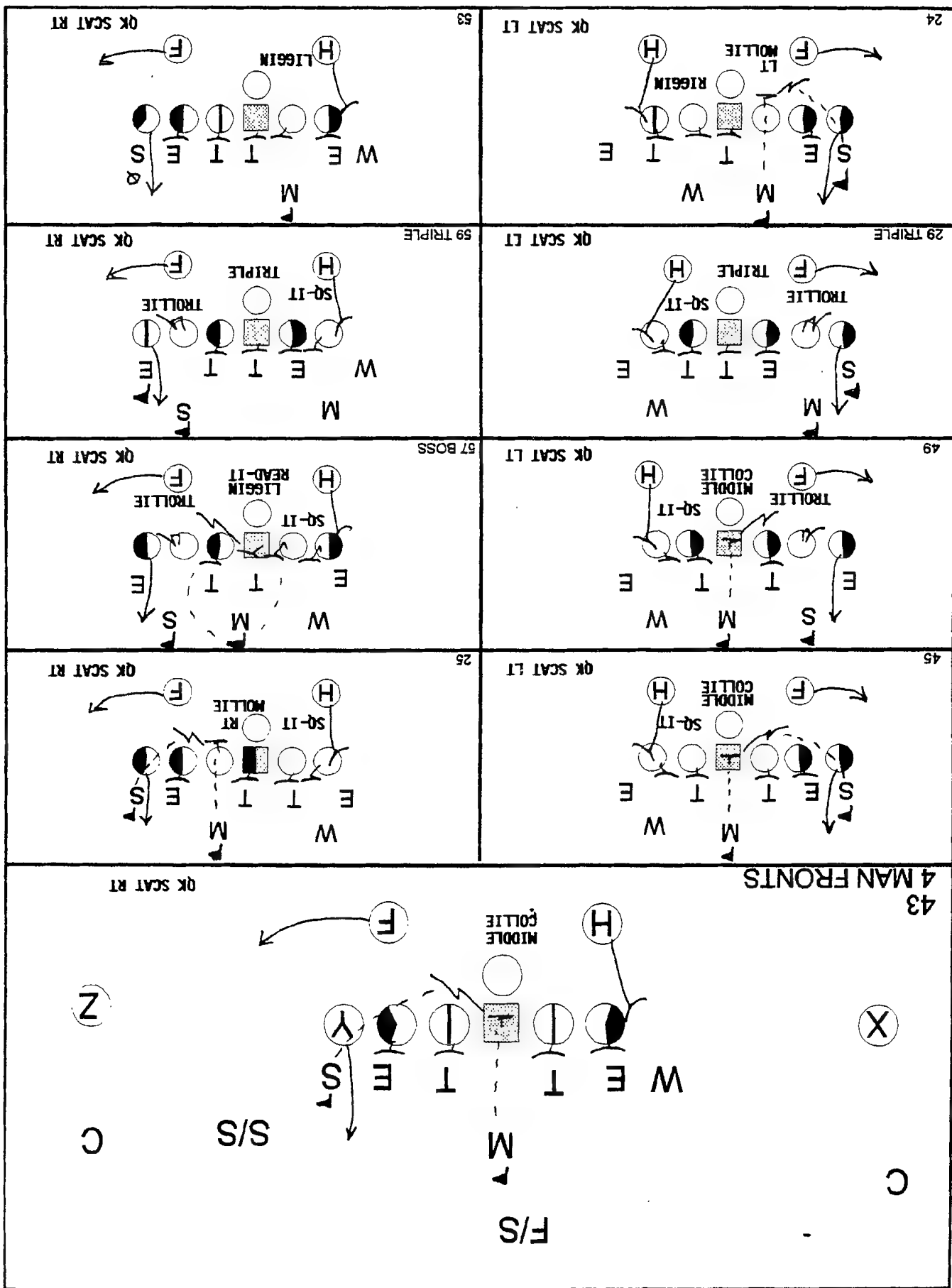
B.) Onside Guard- If covered by a LB, **Mollie** call (Mike to  
 it). Otherwise Big on Big.

C.) Onside Tackle- man block #2. If #2 is a LB, **Trollie**. If  
 LB stacked inside or walked up in either the A or B  
 gap, **Squeeze-it** call.

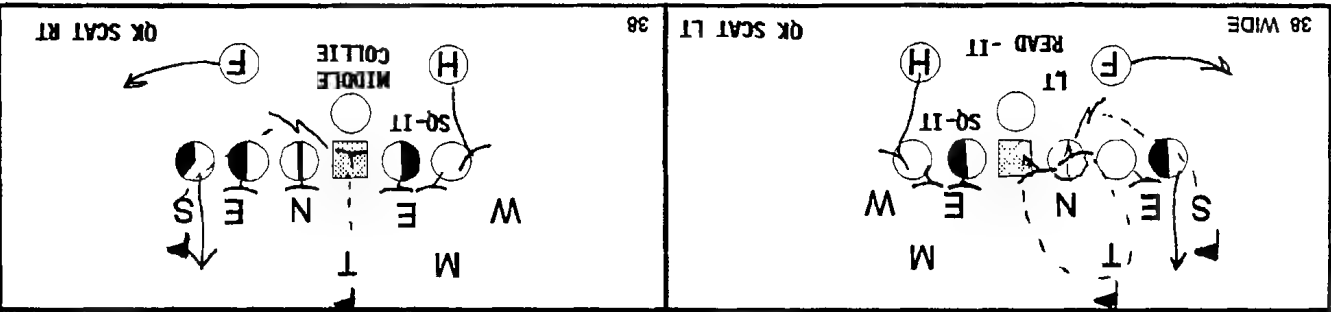
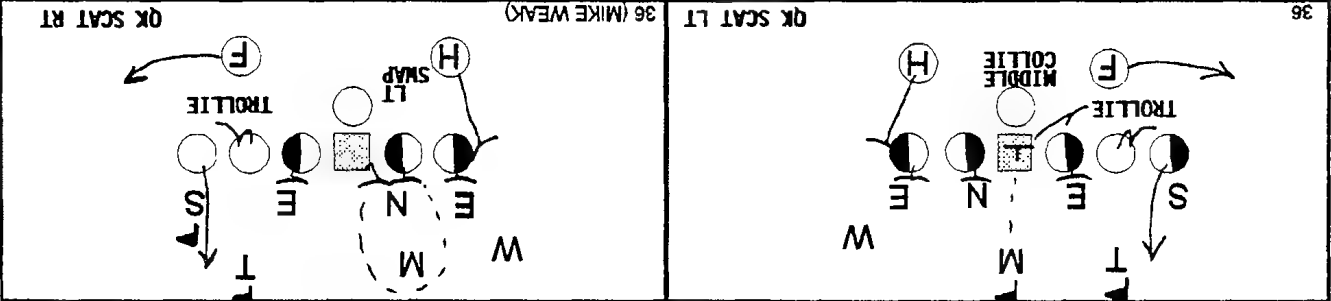
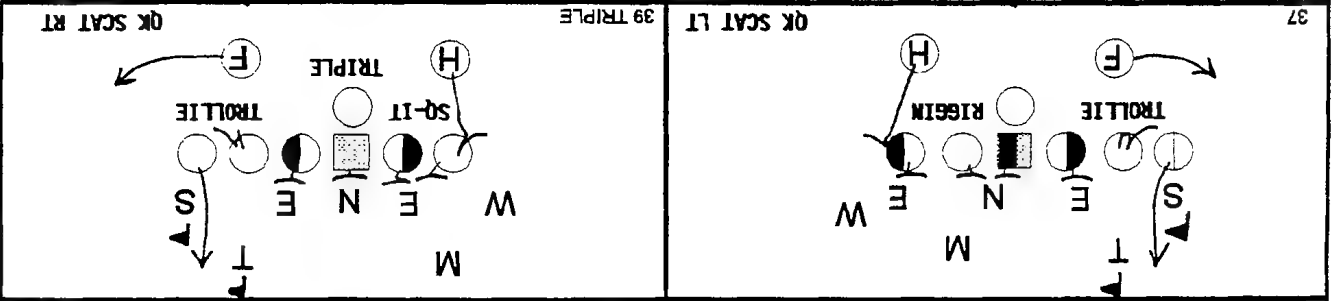
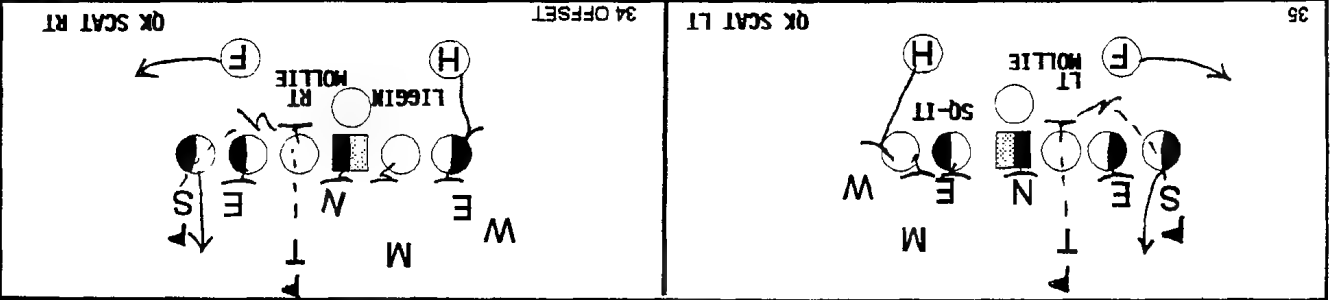
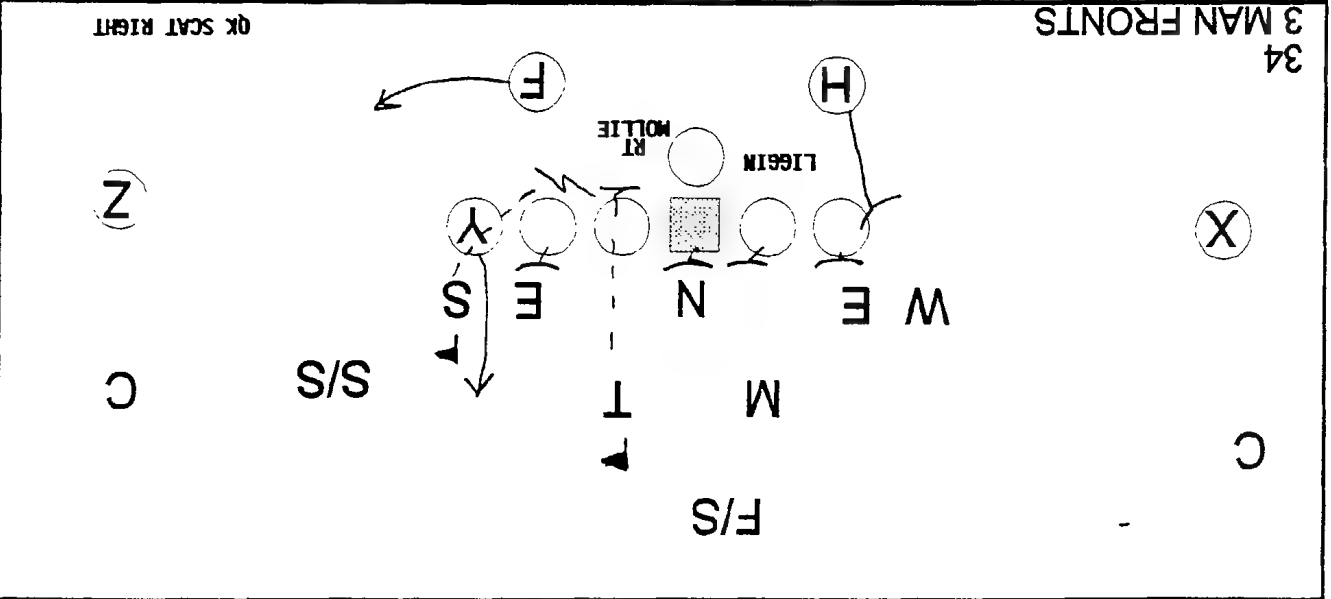
D.) Off Guard and Tackle – Man block #1 and #2  
 respectfully. Alert for **Squeeze-it** call.

E.) Vs. any triple look alert for twists and blitzes.

# Quick Scat Protection



# Quick Scat Protection



# **QUICK SLIDE PROTECTION**

---

7 Man Protection – 3 Step Drop

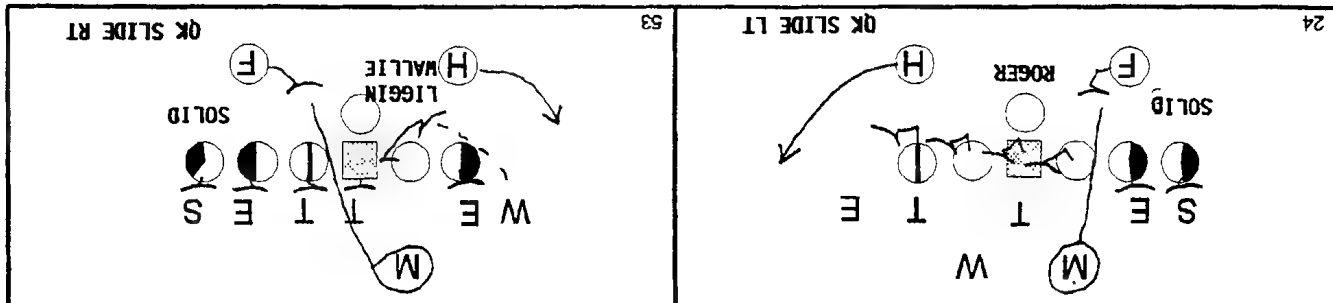
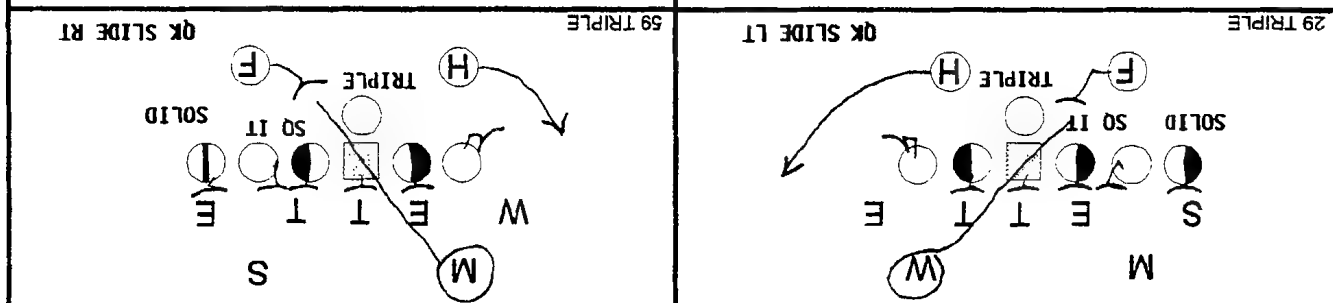
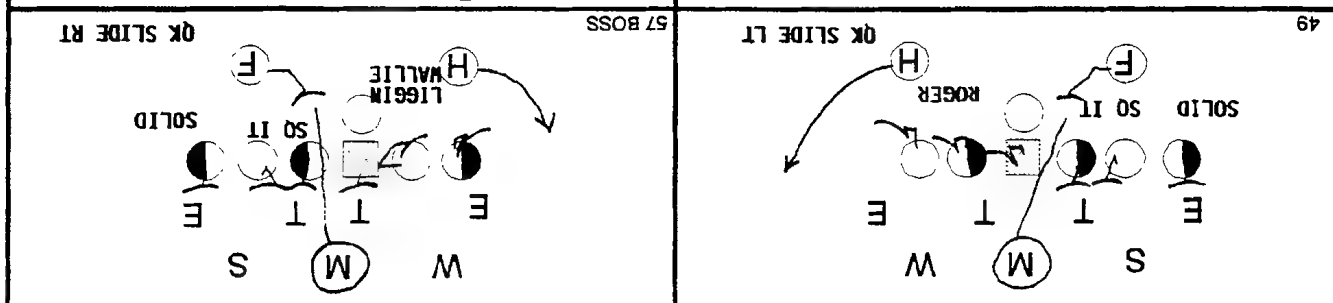
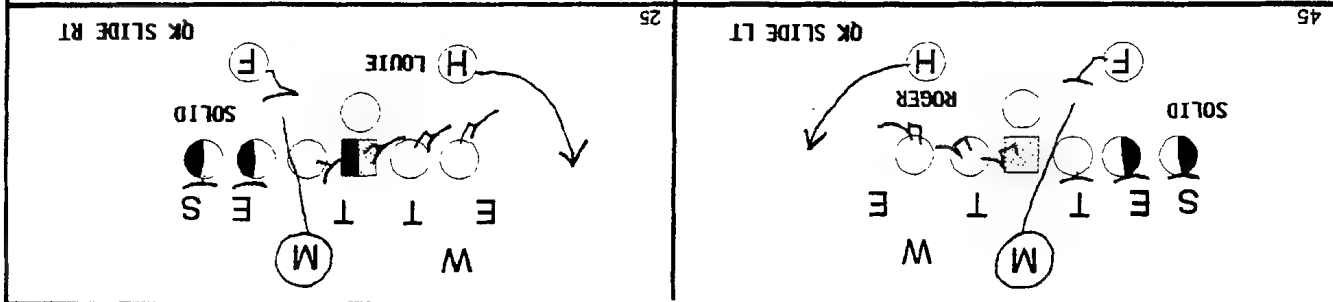
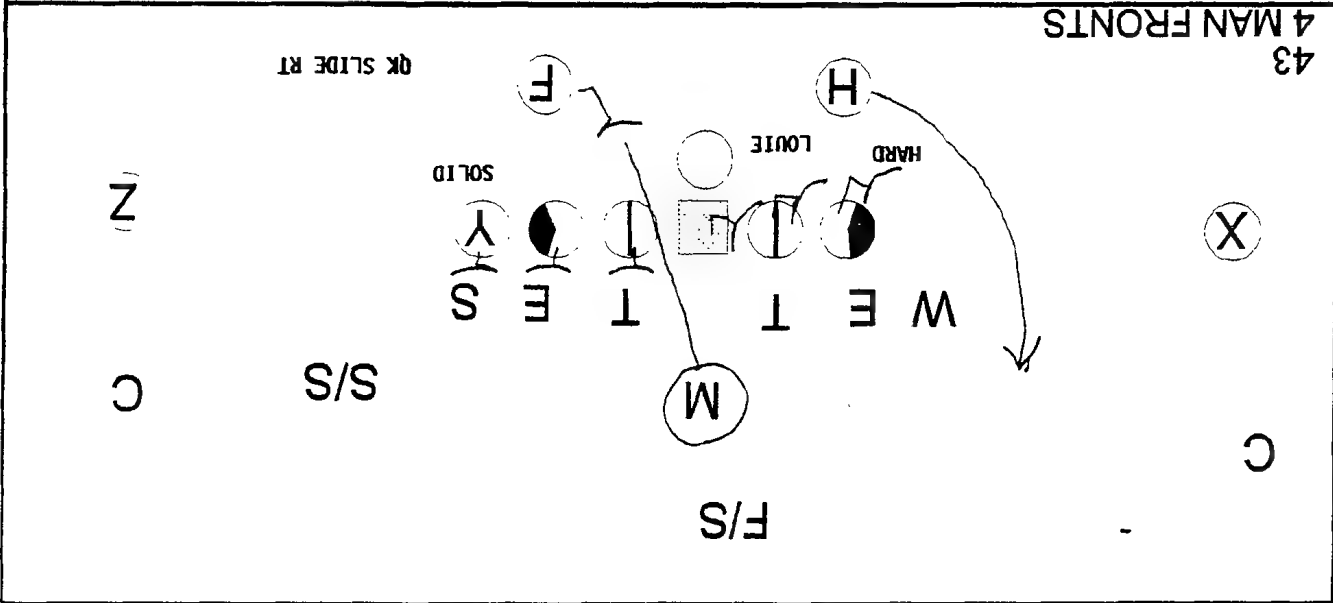
FB/HB: Same rule as slide protection using quick protection techniques.

HB/FB: Free release. Route.

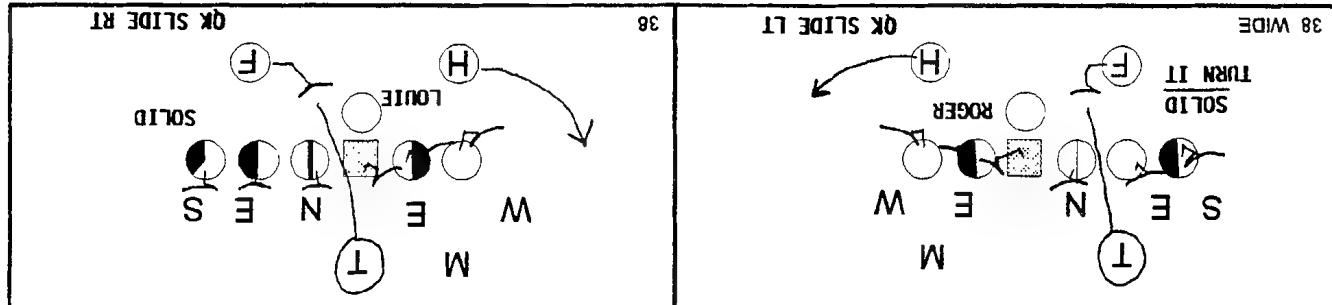
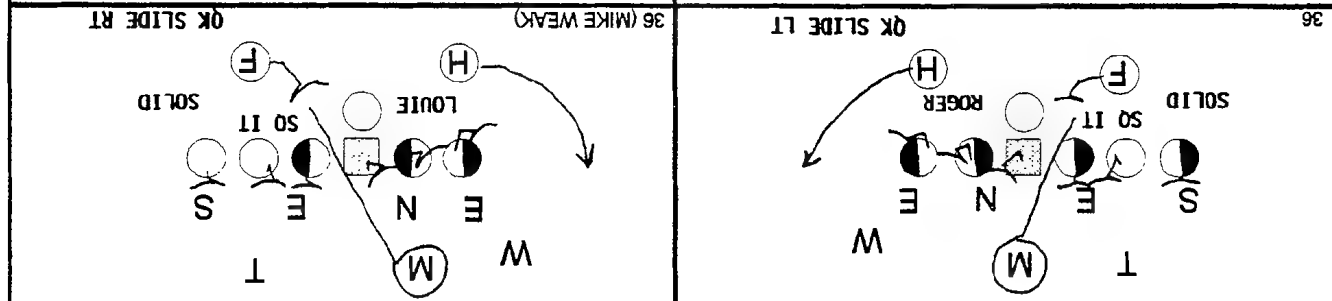
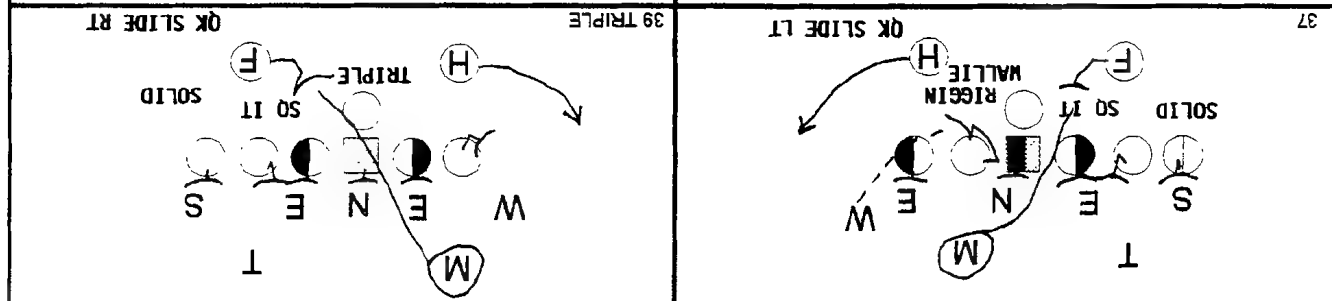
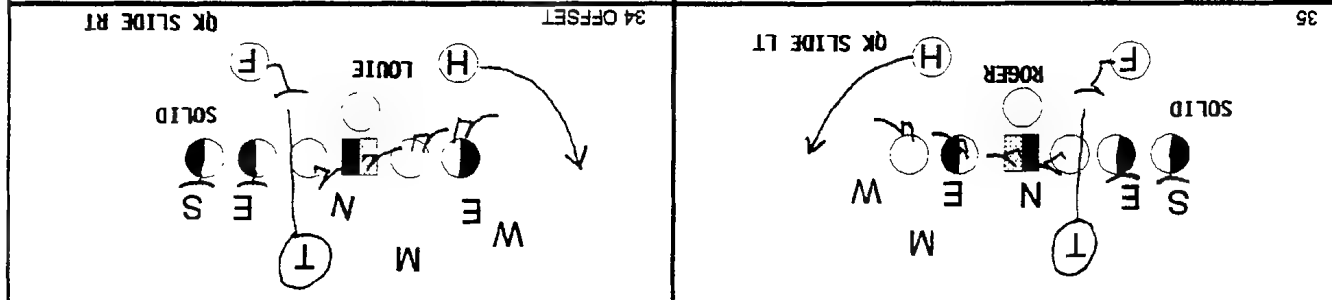
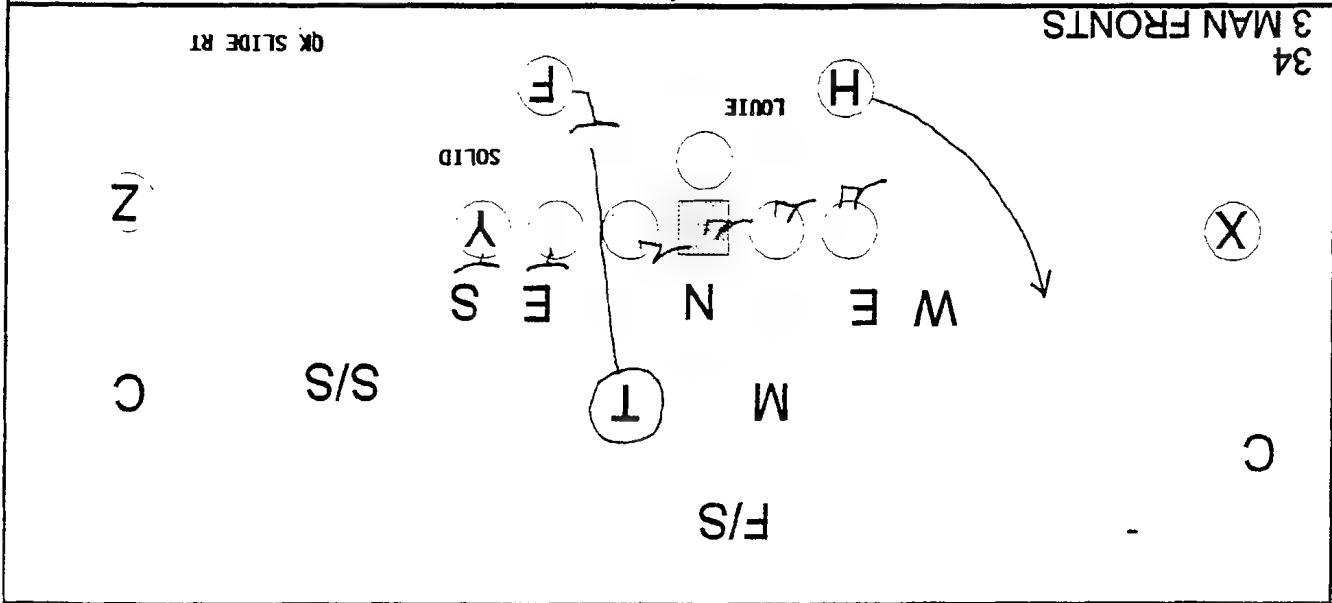
Y: Same rule as slide protection using quick protection techniques.

LINE: 7 Man Protection- Same blocking rules as Slide Protection using Quick Protection techniques.

# Quick Slide Protection

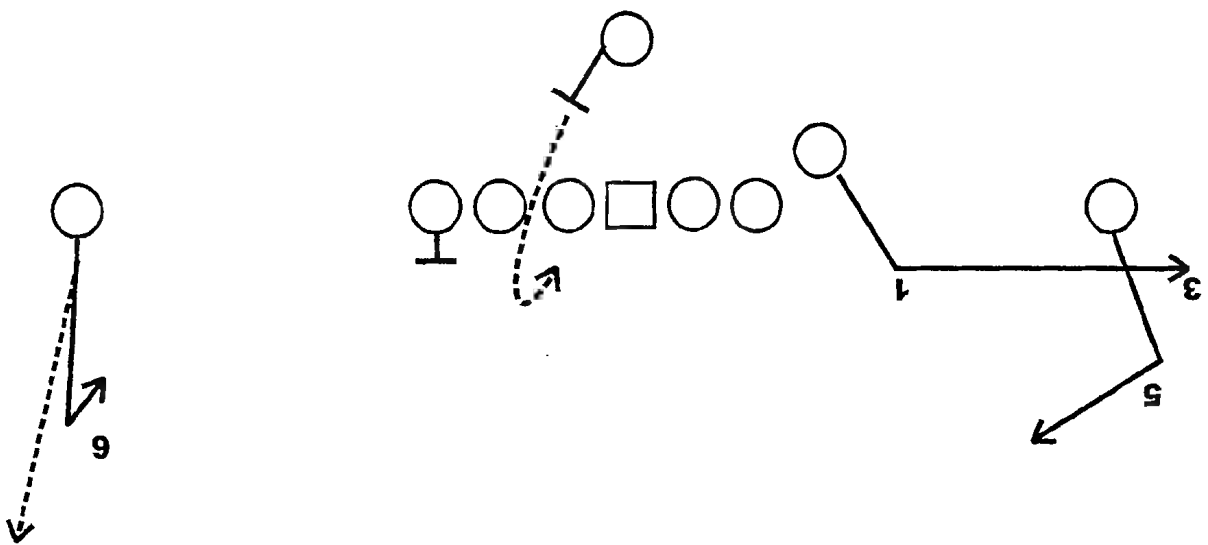


# Quick Slide Protection



# MIAMI DOLPHINS - OFFENSE

DOUBLE RT.  
QUICK SLIDE RT. 21 FLAT  
Deuce



X	OUTSIDE 2 ROUTE
Y	AGGRESSIVE BLOCK EMOL
Z	OUTSIDE 1 ROUTE
FB	FREE RELEASE - FLAT
HB	BLOCK MIKE N/T LOOK FOR S/S N/T CHECK DOWN
QB	3 STEP DROP: Z IF CORNER OFF N/T FB to X.

NOTES





# **QUICK SOLID PROTECTION** 7 Man Protection – 3 Step Drop

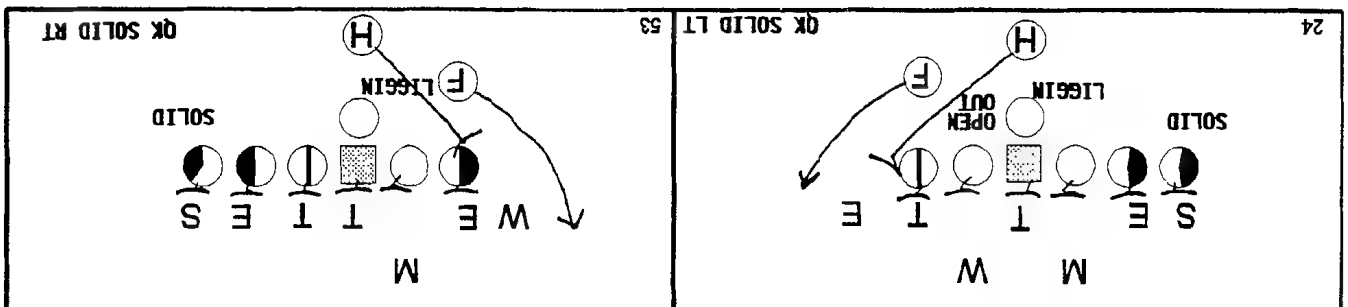
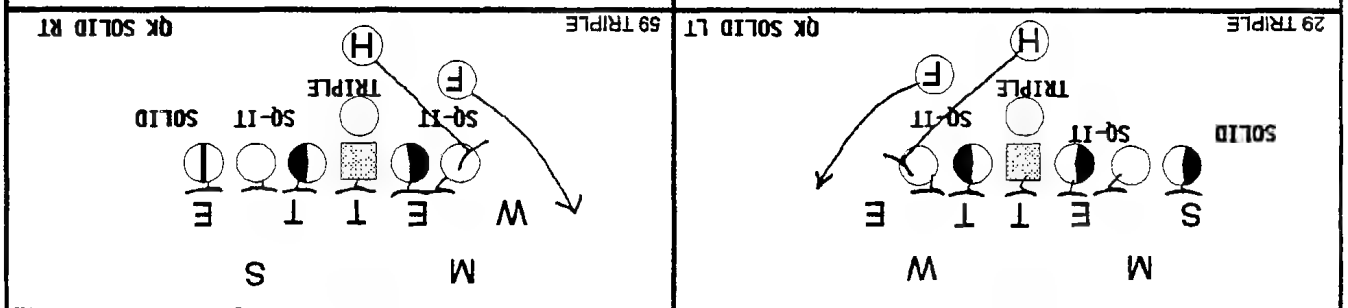
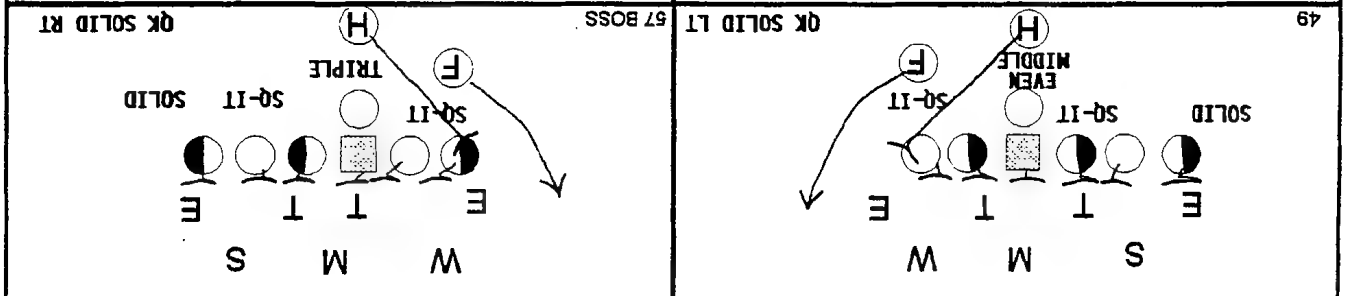
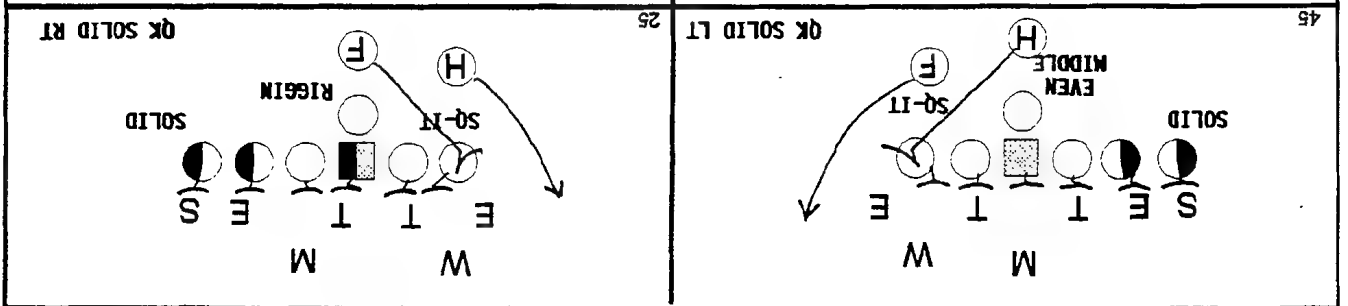
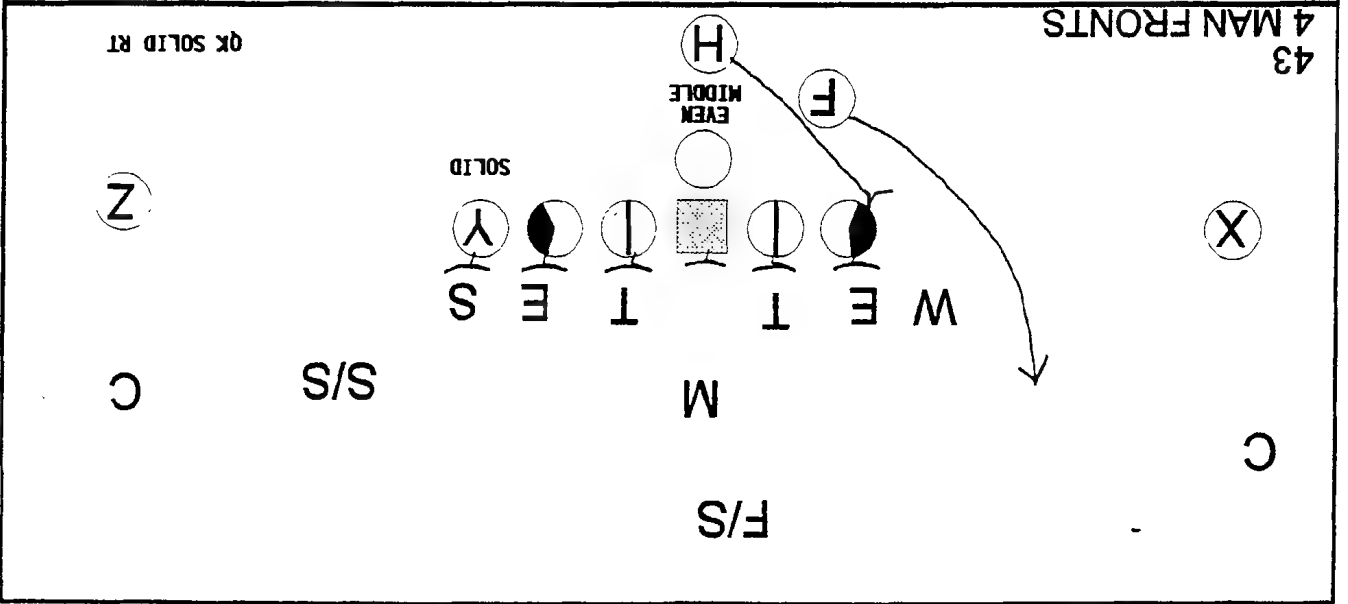
FB/HB:	Man block #3 aggressive. Get Hands Down.
HB/FB:	Free Release. Route.
Y:	Man block #3 (slow). Be stout. Alert <b>Swoop</b> (S/S inside).
LINE:	<p>7 Man Protection- Man blocking. Be stout, take them on at the LOS. Note: same as Quick Base.</p>

A.) Center identify Mike(#0) **Riggin/Liggin** calls used vs. over and under fronts. **Even** or **Swap** calls used when covered by a LB or uncovered.

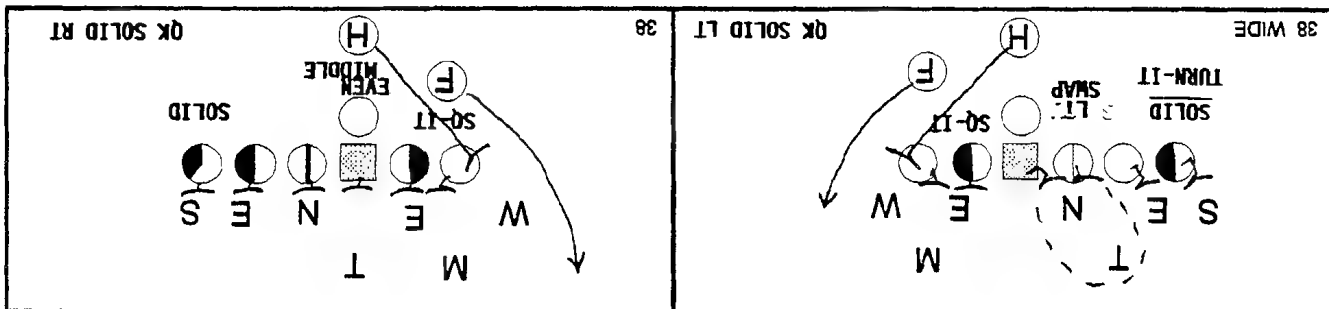
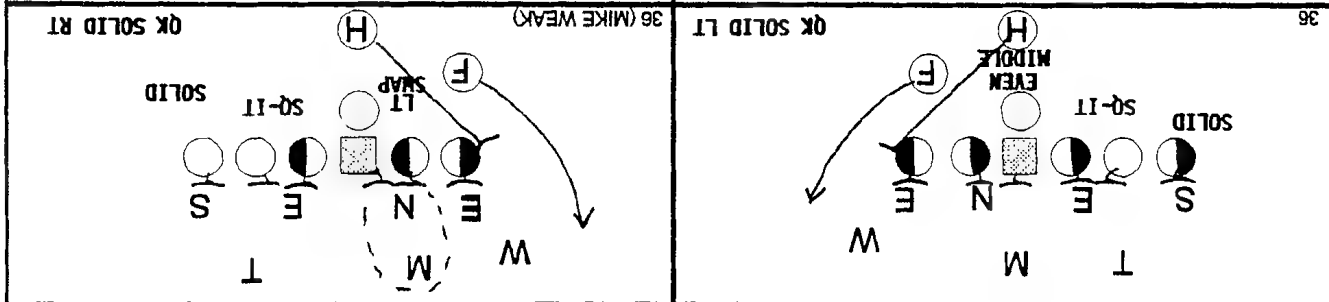
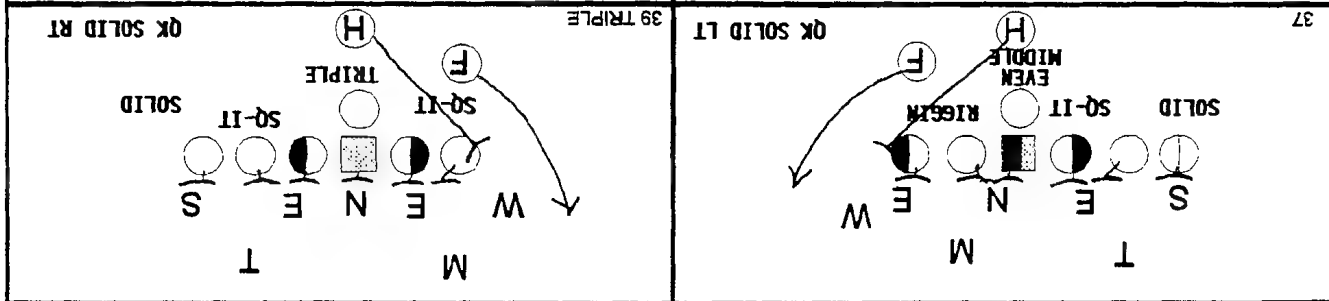
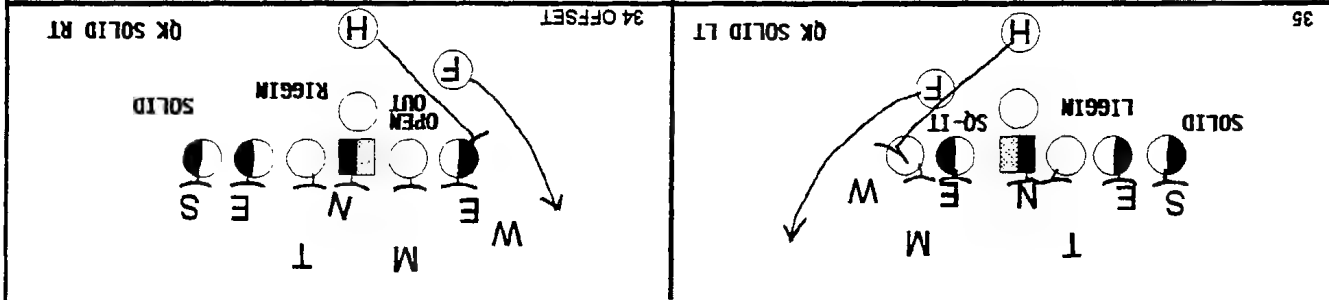
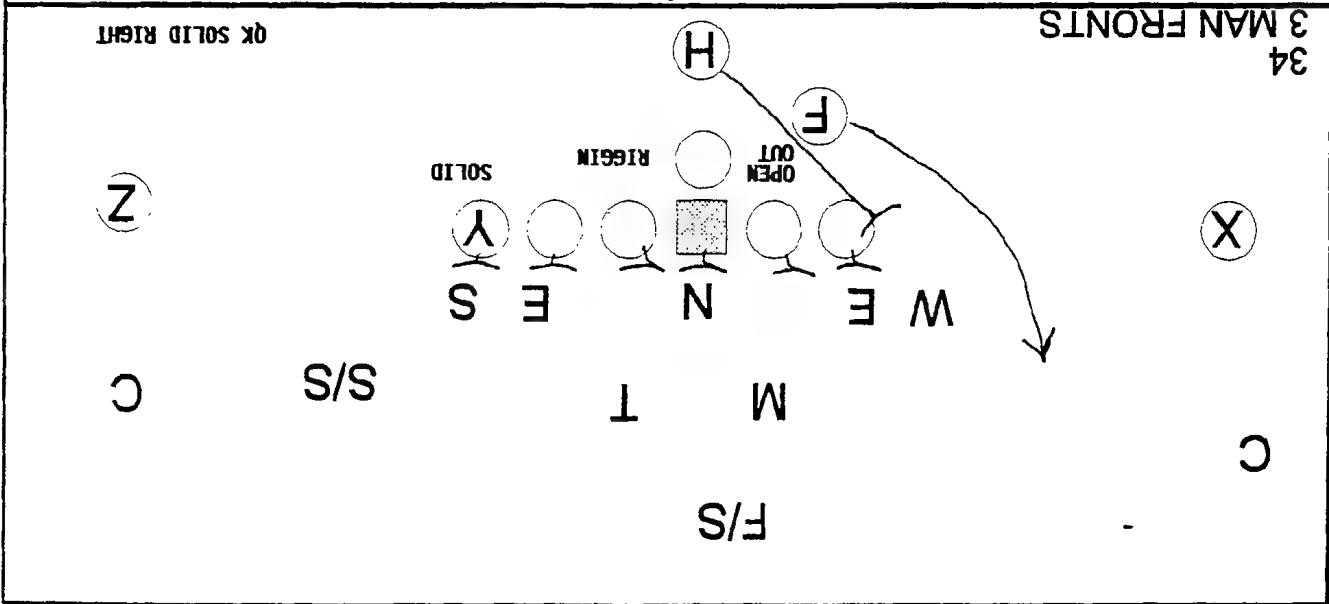
B.) OnsideTackle- If #2 is LB, **Squeeze-It** call. Safety up inside alert **Swoop** call. Marry up with the TE on all E-S or S-E games.  
 Offside Tackle- If #2 is LB, **Squeeze-It** call.

C.) Area pick up (zone it off) all twists and blitzes inside.

# Quick Solid Protection



# Quick Solid Protection



# **QUICK BASE PROTECTION** 7 Man Protection – 3 Step Drop

**FB/HB:** Man block #3 aggressive. Get Hands Down.

**HB/FB:** Man block #3 aggressive. Get Hands Down.

**Y:**

Route.

**LINE:**

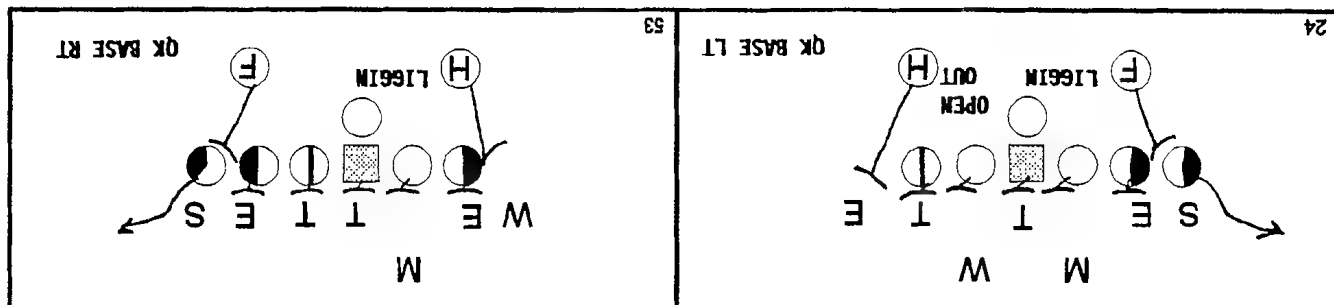
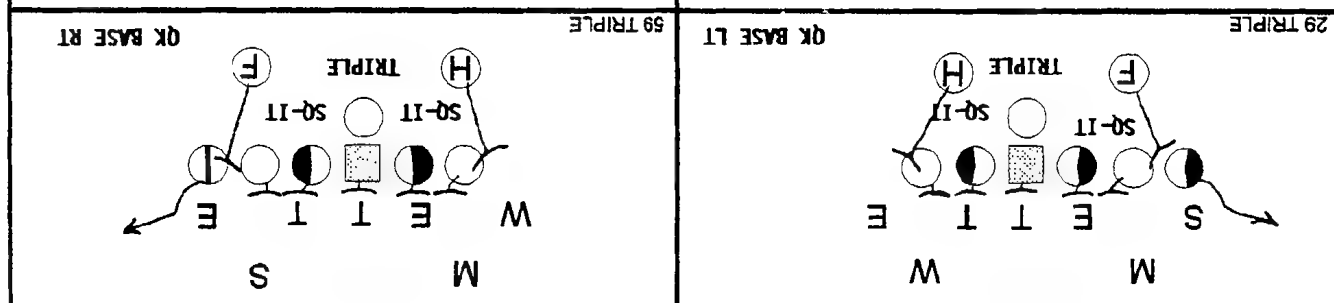
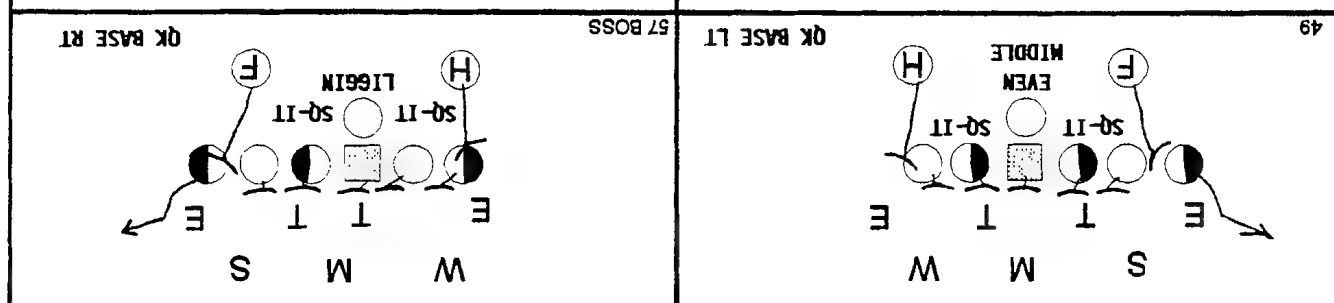
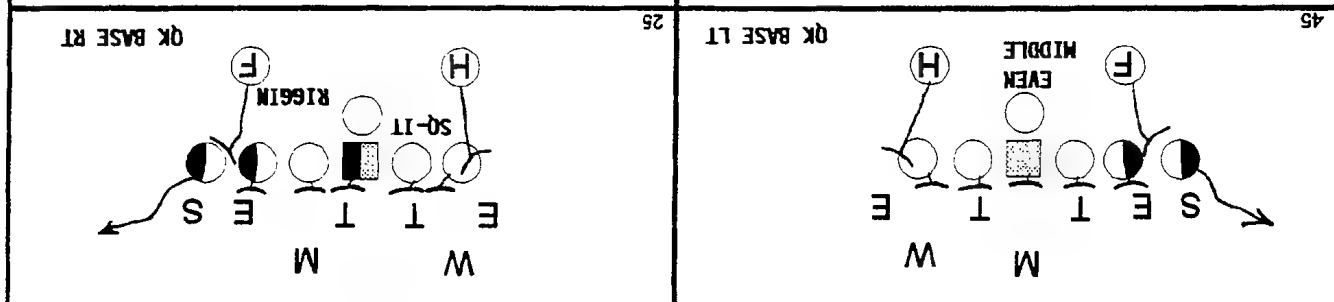
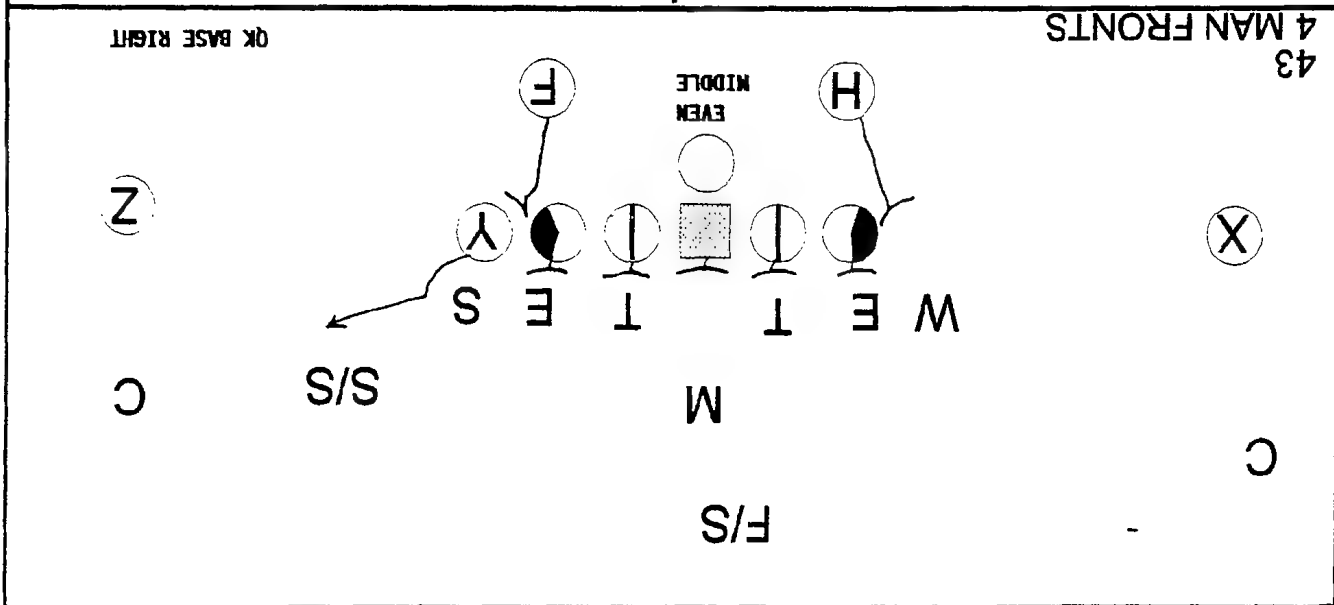
7 Man Protection- Man blocking. Be stout, take them on at the LOS. Quick protection technique.

A.) Center identify Mike(#0) **Riggin/Liggin** calls used vs. over and under fronts. **Even** or **Swap** calls used when covered by a LB or uncovered.

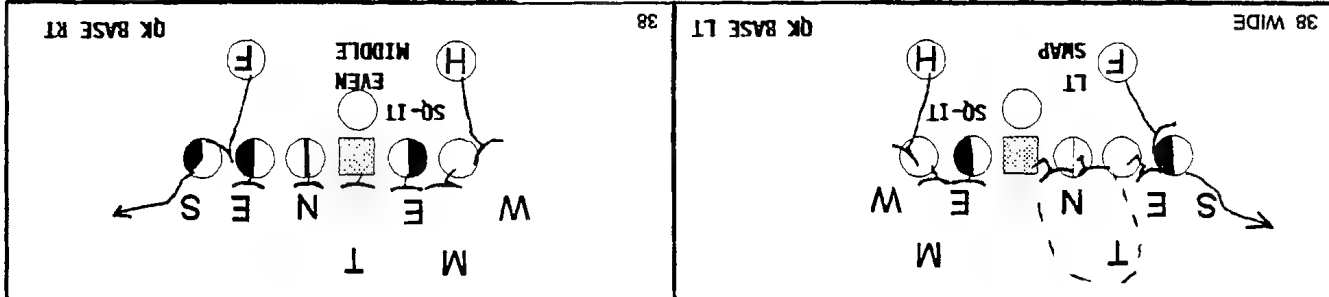
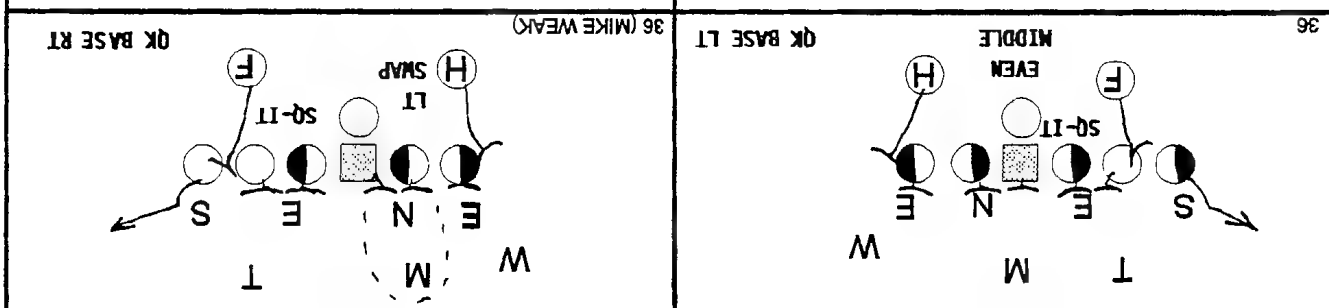
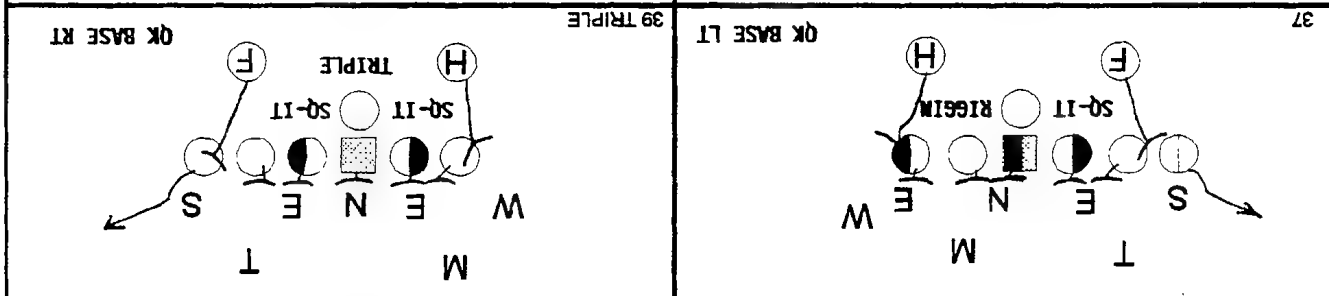
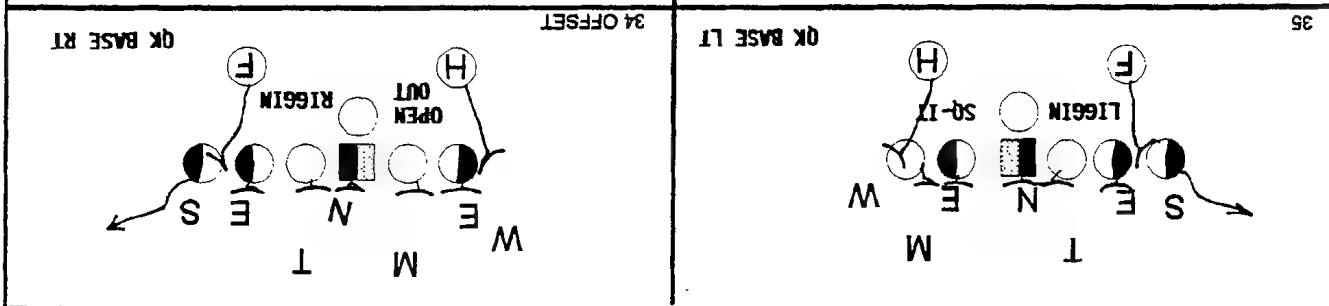
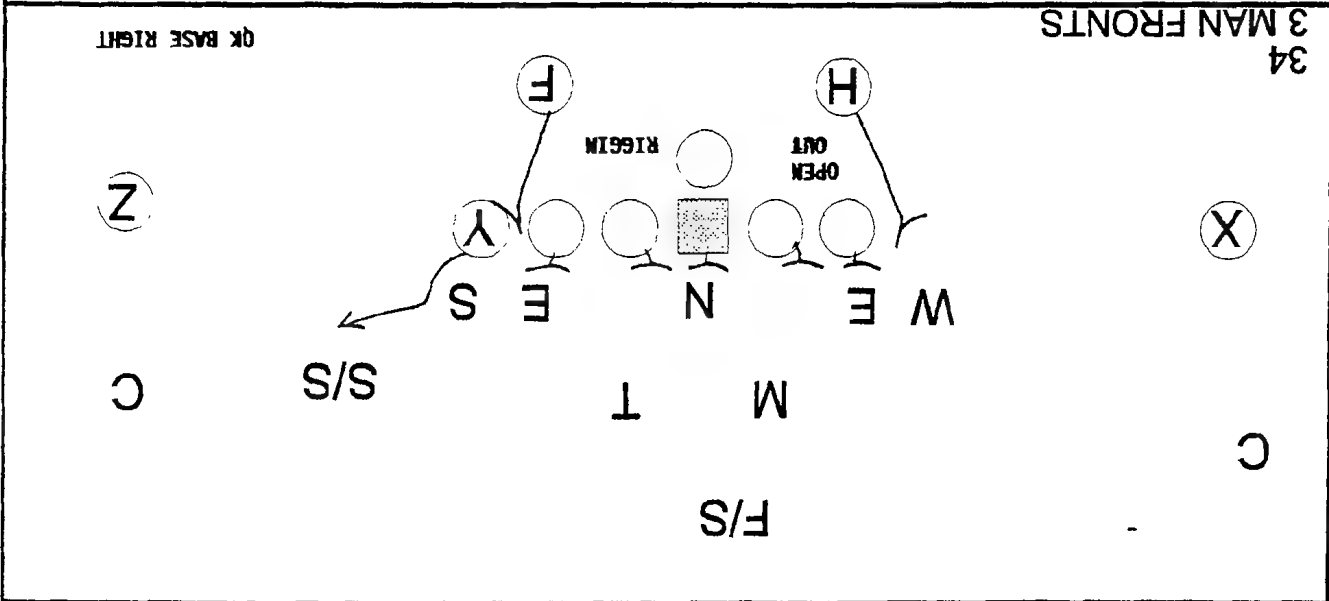
B.) Tackles, if #2 is LB, **Squeeze-it** calls.

C.) Area pick up (zone it off) all twists and blitzes inside.

# Quick Base Protection



# Quick Base Protection

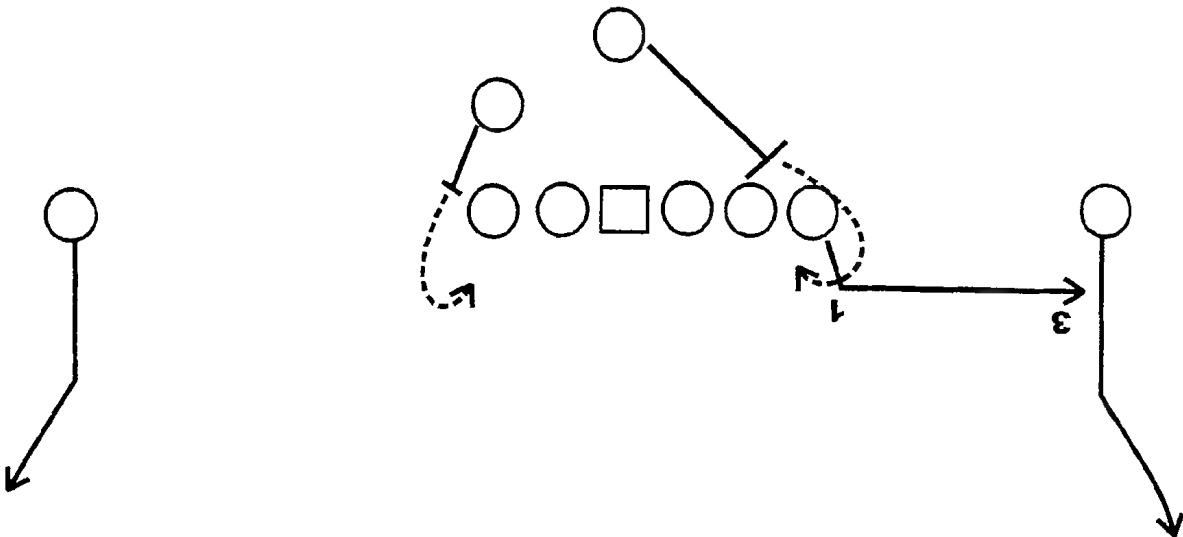


# MIAMI DOLPHINS - OFFENSE

WEAK LT.

QUICK BASE LT. 919

Split  
Weak  
Double



OUTSIDE QUICK 9 ROUTE

X

INSIDE 1 ROUTE

Y

OUTSIDE QUICK 9 ROUTE

Z

EMOL TO SIDE OF ALIGNMENT  
N/T CHECKDOWN

FB

EMOL TO SIDE OF ALIGNMENT  
N/T CHECKDOWN

HB

3 STEP DROP: X/Z RUN QUICK TAKE OFF (COULD BE QUICK DROP).

QB

NOTES

# **QUICK MAX PROTECTION** 8 Man Protection – 3 Step Drop

**FB/HB:** Scan rule. Responsible for perimeter blocking  
 1. S/S 2. F/S to Weak Corner blitz.

**HB/FB:** Man block #3 aggressive. Get Hands Down.

**Y:** Man block #3. Be stout.

**LINE:** 8 Man Protection- Man blocking. Be stout, take them on  
 at the LOS.

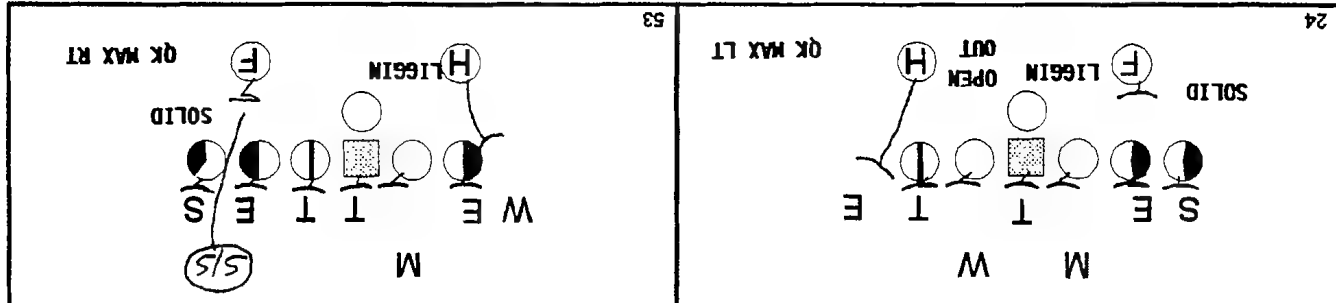
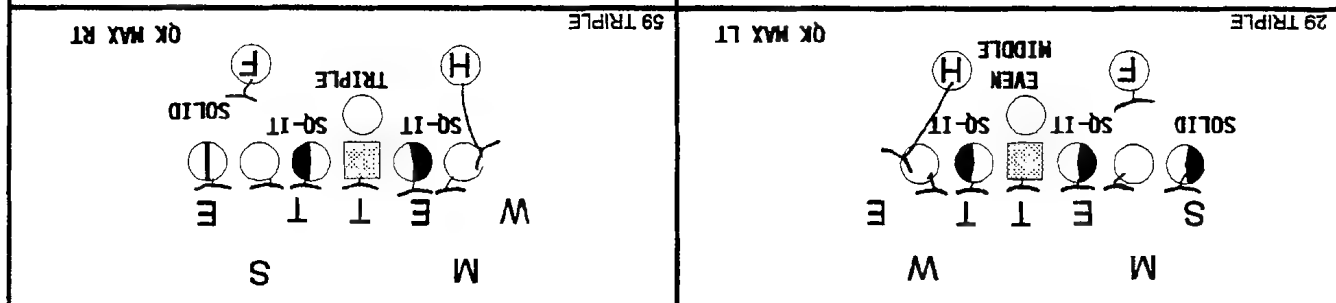
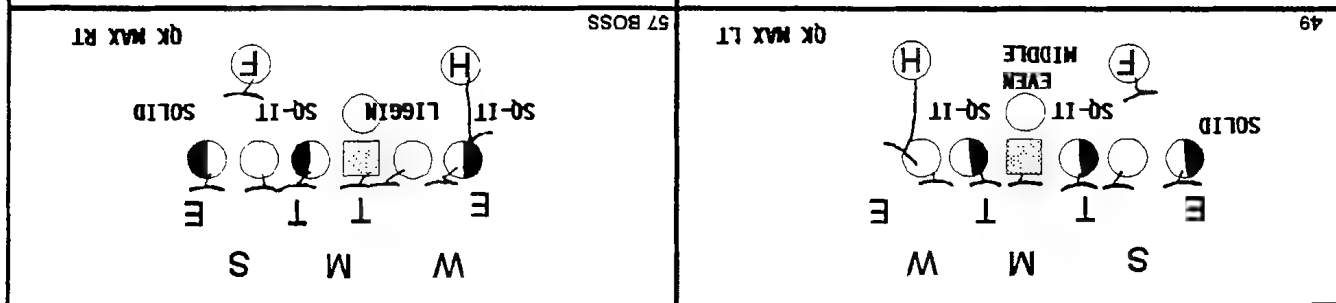
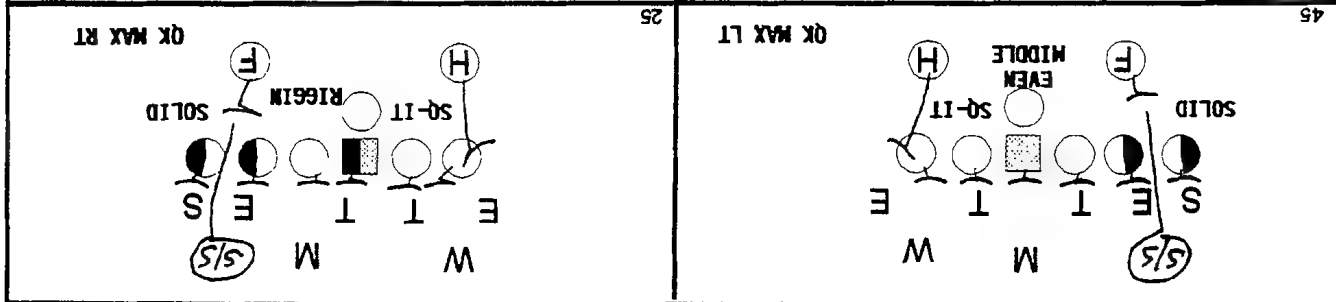
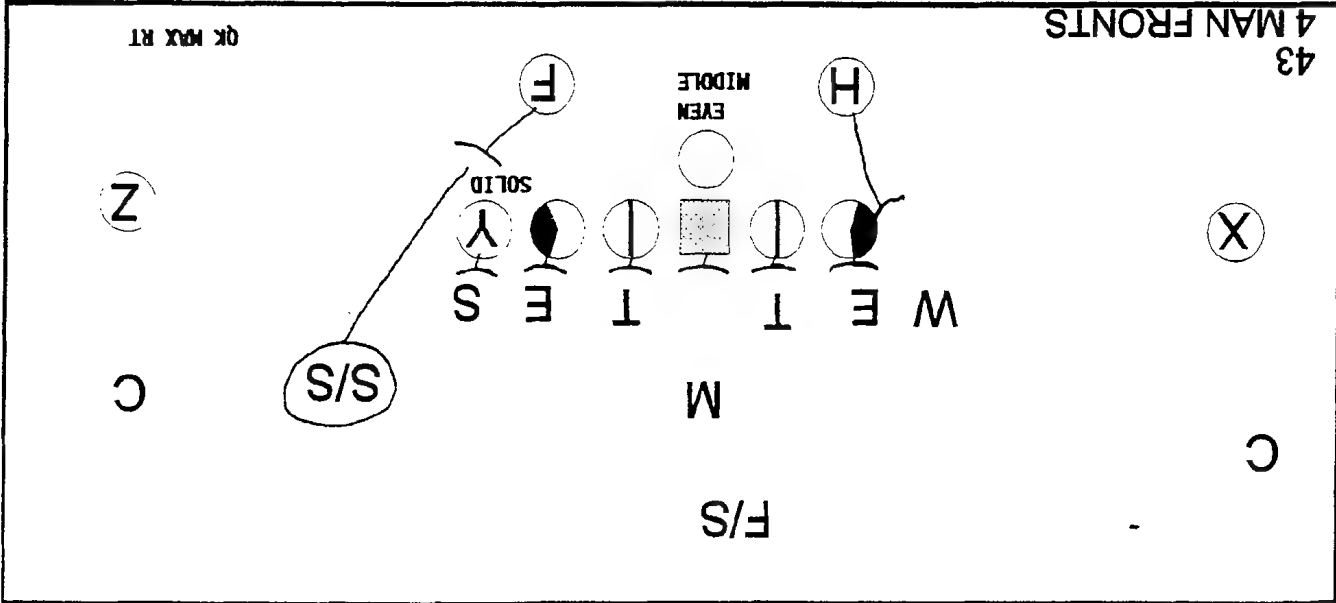
A.) Center identify Mike(#0) **Riggin/Liggin** calls used vs.  
 over and under fronts. **Even** or **Swap** calls used when  
 covered by a LB or uncovered.

B.) Onside Tackle- If #2 is LB, **Squeeze-It** call. Marry up  
 with the TE on all E-S or S-E games.  
 Offside Tackle- If #2 is LB, **Squeeze-It** call. Possible  
 Gap-It (Free Safety walks up in A gap).

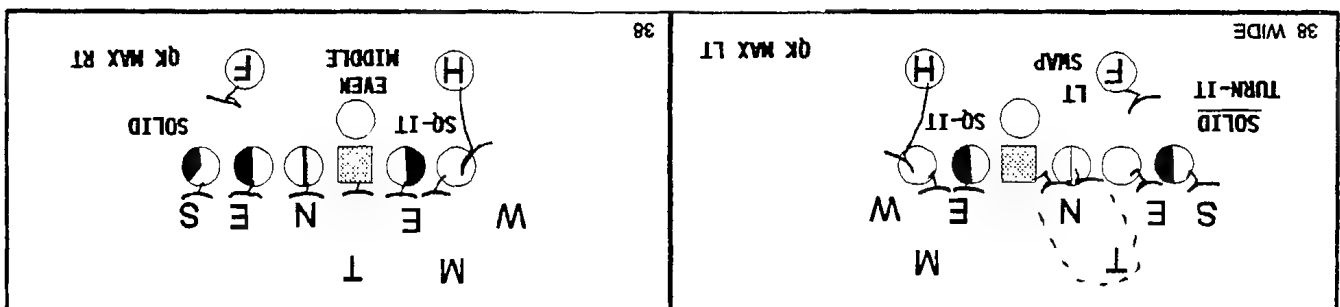
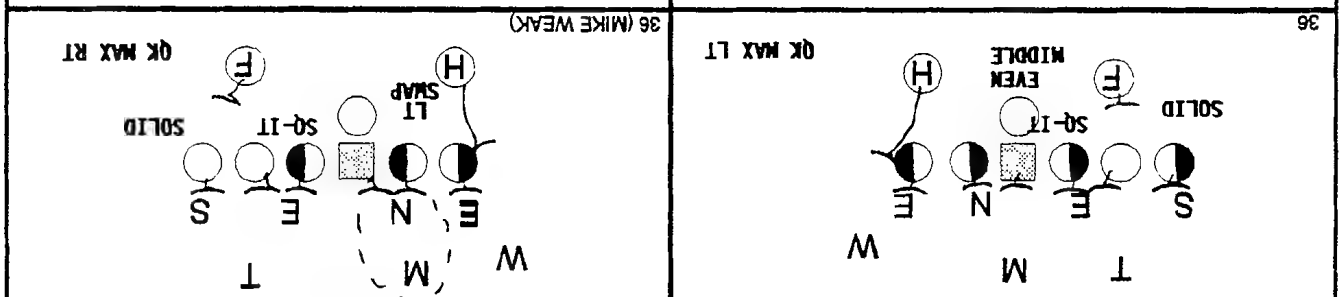
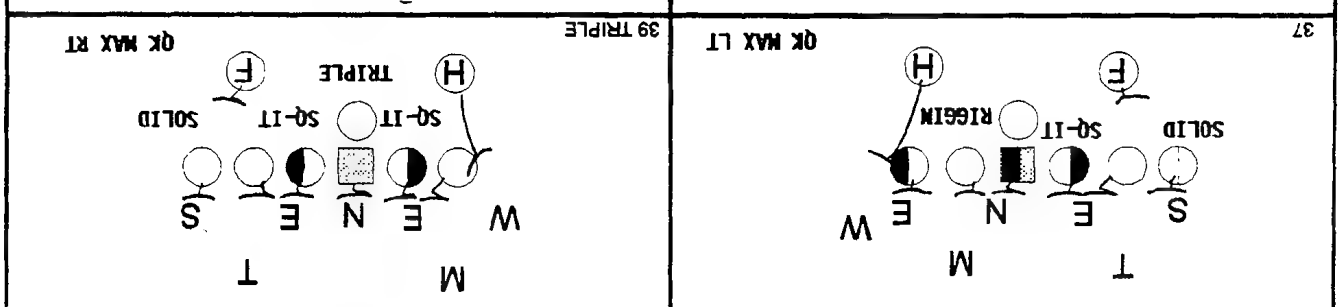
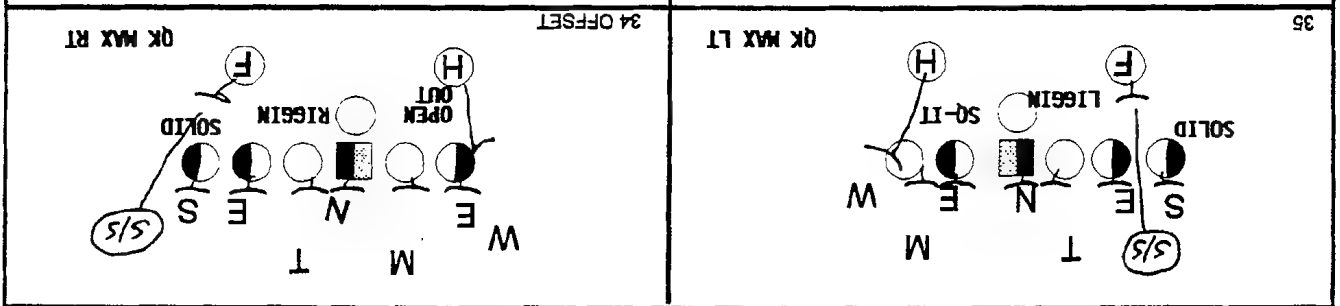
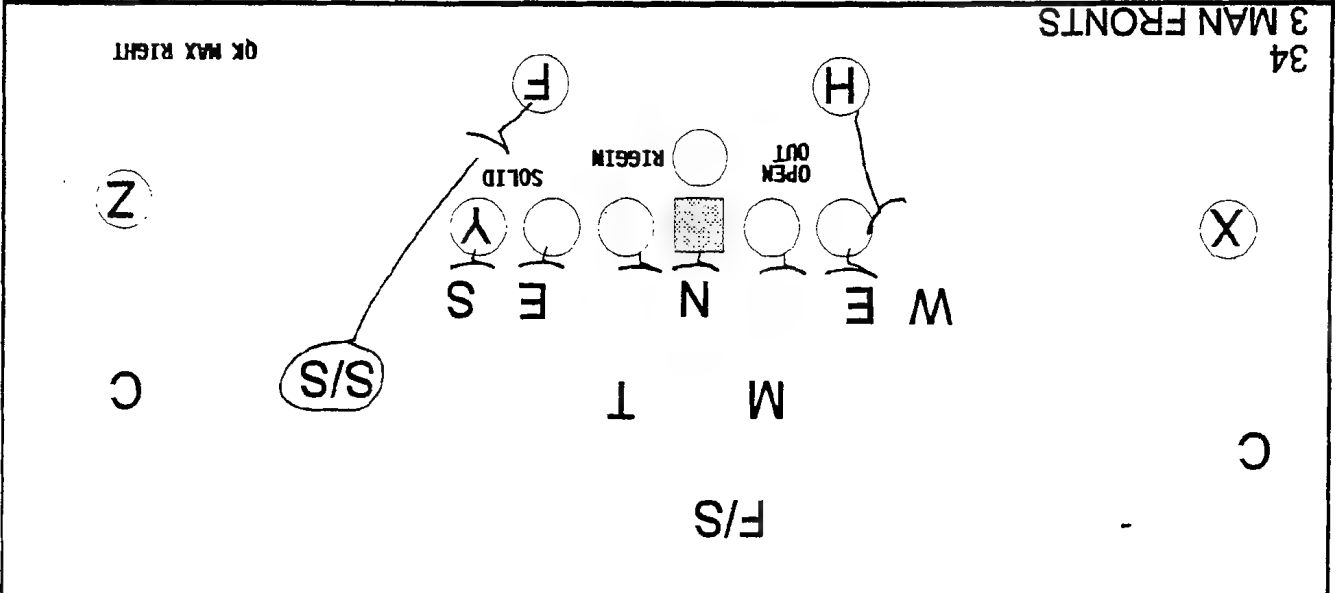
C.) Area pick up (zone it off) all twists and blitzes inside.



# Quick Max Protection

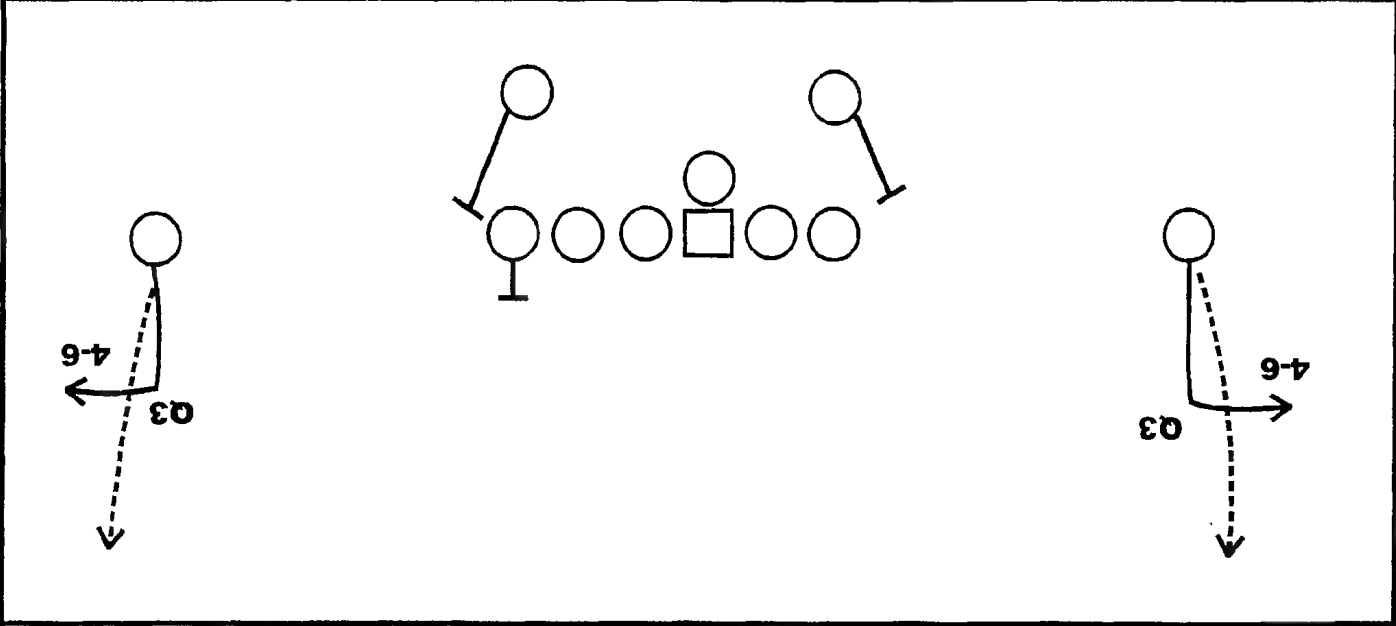


# Quick Max Protection



MIAMI DOLPHINS - OFFENSE

SPLIT RT.  
QUICK MAX 33 (11) (BLOCK)  
Split  
Weak  
Strong  
Double



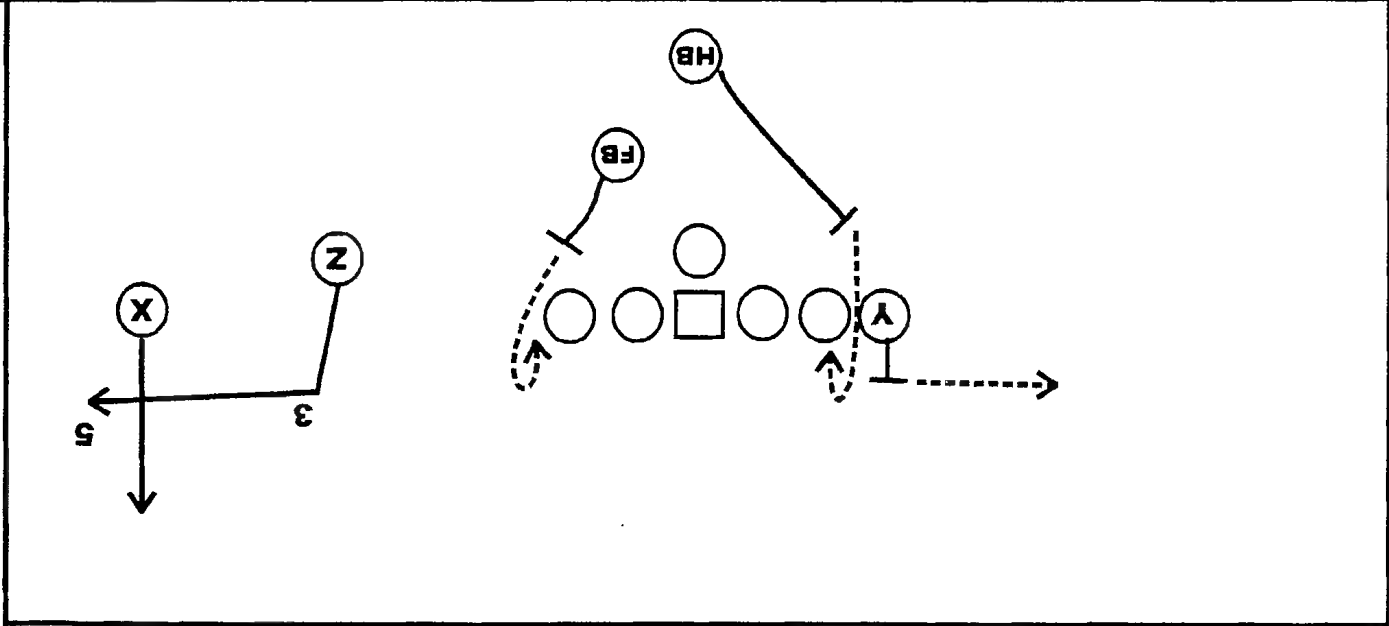
X	OUTSIDE QUICK 3 ROUTE (M/M - RUN ROUTE, ROTATION RUN TAKE OFF)
Y	BLOCK EMOL
Z	OUTSIDE QUICK 3 ROUTE (M/M - RUN ROUTE, ROTATION RUN TAKE OFF)
FB	BLOCK PERIMETER BLITZER (S/S or W/S)
HB	BLOCK EMOL
QB	3 STEP DROP: PICK A SIDE WITH CORNER OFF. ALERT ROTATION X/Z WILL RUN TAKE OFF.

NOTES

X & Z: WHEN 1 ROUTE CALLED RUN TAKE OFF vs B/R or ROTATION.

# MIAMI DOLPHINS - OFFENSE

WEAK LEFT SLOT  
QUICK MAX LT. 19 (73)  
Split  
Weak  
Strong



<b>X</b>	<b>OUTSIDE 9 ROUTE (ALERT 12 CALL)</b>
<b>Y</b>	<b>AGGRESSIVE ON #3 N/T CHECK FLAT</b>
<b>Z</b>	<b>INSIDE 1 ROUTE</b>
<b>FB</b>	<b>BLOCK EMOL N/T CHECK DOWN</b>
<b>HB</b>	<b>SCAN RULE. N/T CHECK DOWN</b>
<b>QB</b>	<b>3 STEP DROP: QUICK LOOK FOR X N/T Z CORNER OFF Z ALL THE WAY</b>

NOTES

# Play Action

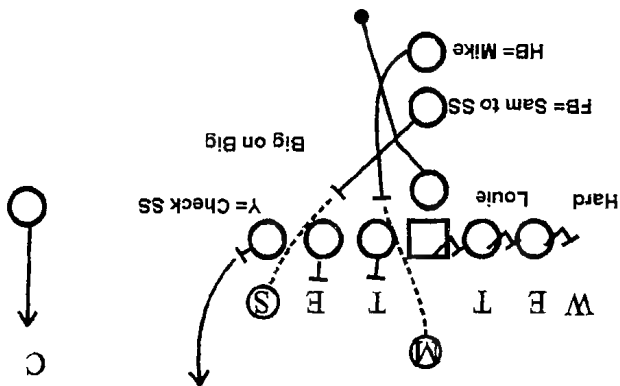
<u>ITEM</u>	<u>PAGE</u>
Pass 6-7 Strong	1-5
Pass 6-7 Weak	6-8
Pass 8-9 Strong	9-11
Pass 8-9 Weak	12-14
Pass 56-57 Slow	15-17
Lag Pass	18-20

# Pass 6-7 (Strongside)

43

WS

SS



I Right

Pass 6

## Play Description

Play Action protection (7 man protection). Offensive line slide away from the number called. FB = SAM, HB = MIKE

QB	Open to, fake "call" strong (tighter mesh), set up behind outside guard.
FB/HB	Aggressive at Sam, Sam not coming check down. Line= "FAN" vs "T" bubble. NOTE: Pass 56/57 = Mike
HB/FB	Fake "call" (tighter mesh) block Mike or Ted, not coming check down. Line= "FAN" vs "T" bubble. NOTE: Pass 56/57 = Sam
LINE	Slide away from the number called. First uncovered starts the slide. FAN call vs "T" bubble, "BIG ON BIG". Vs Triple look, center alert to make "Triple Check 30" call. Note: Can gameplan vs Triple looks, Big Roger or Big Louie, Outside Tackle starts the slide.
Y	Check strong safety (block your way out). If S/S blitzes outside block him. S/S blitzes inside block Sam, route.
Z	Route.
X	Route.

PASS 6 (STRONGSIDE)

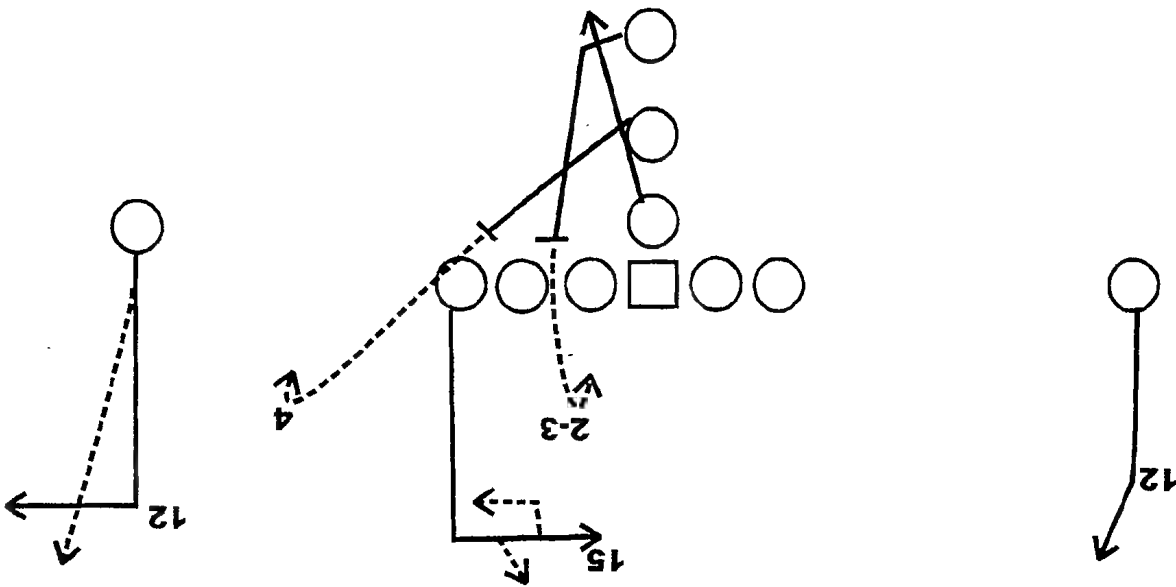
<p>35</p> <p>SS WS</p>	<p>35</p> <p>SS WS</p>
<p>38</p> <p>45 Squirm Mike Strong</p> <p>SS WS</p>	<p>38</p> <p>SS WS</p>
<p>37</p> <p>57 Boss</p> <p>SS WS</p>	<p>37</p> <p>SS WS</p>
<p>39</p> <p>49</p> <p>SS WS</p>	<p>39</p> <p>SS WS</p>
<p>53</p> <p>53 Joker</p> <p>SS WS</p>	<p>53</p> <p>SS WS</p>
<p>34</p> <p>246</p> <p>SS WS</p>	<p>34</p> <p>SS WS</p>

PASS 7 (STRONGSIDE)

MIAMI DOLPHINS - OFFENSE

1 RT.  
PASS 6-883 BACKS CHECK

Strong



<b>X</b>	<b>OUTSIDE 8 ROUTE</b>
<b>Y</b>	<b>INSIDE 8 ROUTE</b>
<b>Z</b>	<b>OUTSIDE 3 ROUTE</b>
<b>FB</b>	<b>AGGRESSIVE AT SAM N/T CHECK DOWN</b>
<b>HB</b>	<b>GOOD FAKE TO STRONG SIDE LOOK FOR MIKE or TED N/T CHECK DOWN.</b>
<b>QB</b>	<b>OPEN TO GOOD FAKE SET UP AT 5 STEPS BEHIND GUARD. LOOK FOR Z N/T Y TO BACKS. COV 2 LOOK FOR Y/Z STRETCH.</b>

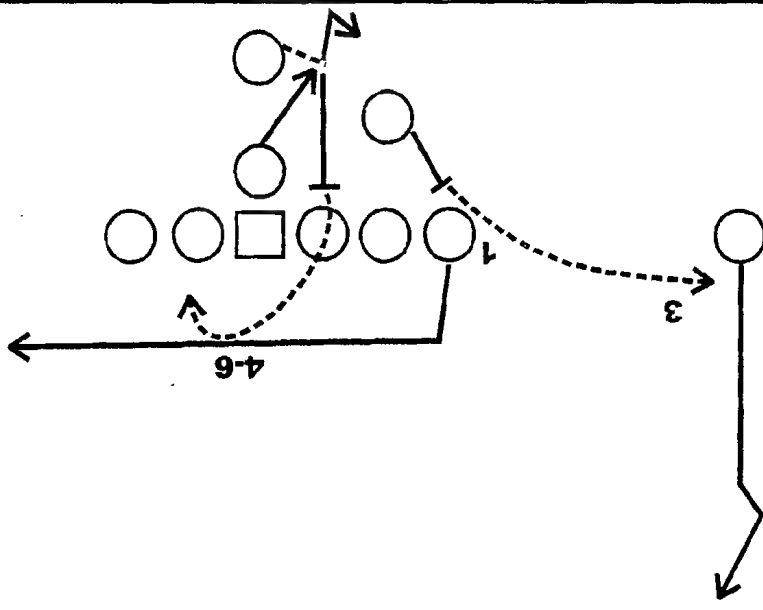
NOTES



# MIAMI DOLPHINS - OFFENSE

STRONG LT.  
PASS 7-628 FLAT/CHECK

Strong



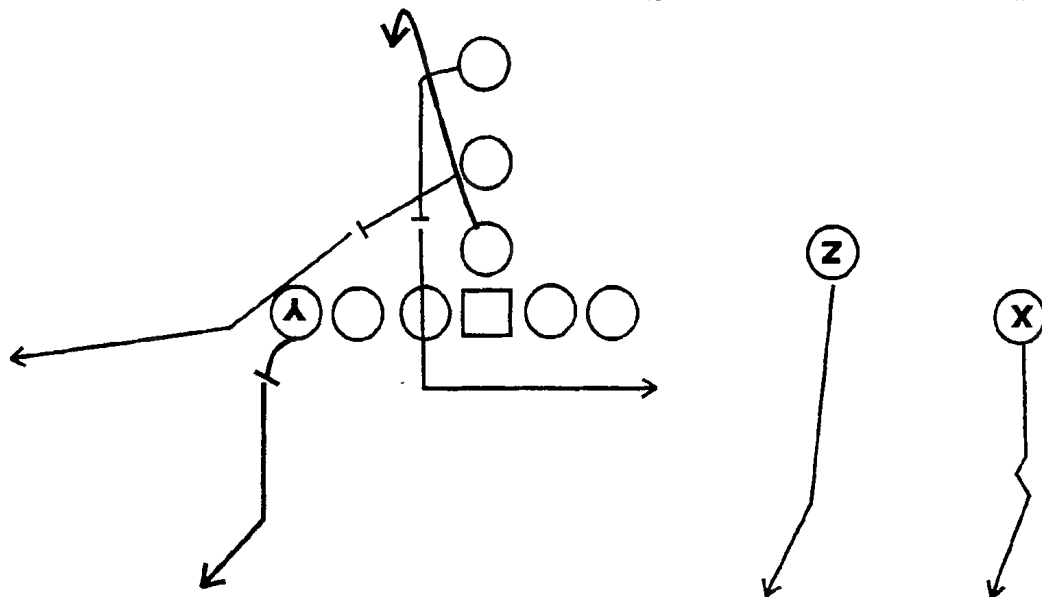
<b>X</b>	<b>OUTSIDE 6 ROUTE</b>
<b>Y</b>	<b>INSIDE 2 ROUTE      ALERT S/S (BASE PROT.)</b>
<b>Z</b>	<b>OUTSIDE 8 ROUTE</b>
<b>FB</b>	<b>AGGRESSIVE AT SAM N/T - FLAT</b>
<b>HB</b>	<b>GOOD FAKE TO STRONG SIDE LOOK FOR MIKE OR TED N/T CHECK DOWN TO WEAKSIDE OF BALL.</b>
<b>QB</b>	<b>OPEN TO GOOD FAKE SET UP AT 7 STEPS BEHIND GUARDS. LOOK FOR Y N/T X TO CHECK DOWN. MIDDLE OPEN LOOK TO Z.</b>

NOTES

**QB: CAN CALL PASS 6/7 - 728 FLAT/CHECK**

# MIAMI DOLPHINS - OFFENSE

1 RT. SLOT  
PASS 6 788 FLAT DART



<b>X</b>	<b>OUTSIDE 2 MOVE POST</b>
<b>Y</b>	<b>CHECK S/S N/T INSIDE 7 ROUTE</b>
<b>Z</b>	<b>INSIDE POST TO FAR CORNER</b>
<b>FB</b>	<b>CHECK SAM N/T:FLAT</b>
<b>HB</b>	<b>OPEN STEP, FAKE, CHECK MIKE N/T RUN DART OR CHECK DEPENDING ON CALL.</b>
<b>QB</b>	<b>OPEN TO, QUICK 5 STEP DROP: QUICK FAKE TO THE HB. Y FIRST N/T; Z TO X N/T; DART.</b>

NOTES

43	WS		<p><b>Pass 6-7 (Weakside)</b></p>
43	WS	<p><b>Pass 7 Weak</b></p> <p><b>I Right Slot</b></p>	<p><b>Play Description</b></p> <p>Play Action protection (7 man protection) to the weakside. Offensive line slide away from the number called. FB=Will, HB = Mike</p>
QB	Open to, fake "call" weak (tighter mesh), set up behind outside guard.		
FB/HB	Aggressive at Will, Will not coming check down. Line= FAN vs "5" look ("T" bubble).		
HB/FB	Fake "call" weak (tighter mesh) block Mike, not coming, check down. FAN vs "5" look ("T" bubble).		
LINE	Slide away from the number called. First uncovered starts the slide. FAN call vs "5" look ("T" bubble). BIG ON BIG. Vs triple look, center alert to make "Triple Check 30" call. Note: Can gameplan vs Triple looks, Big Roger or Big Louie, Onside Tackle starts the slide.		
Y	Check strong safety (block your way out). If S/S blitzes outside block him. S/S blitzes inside block Sam, route.		
Z	Route.		
X	Route.		

PASS 6 (WEAKSIDE)

PASS 7 (WEAKSIDE)

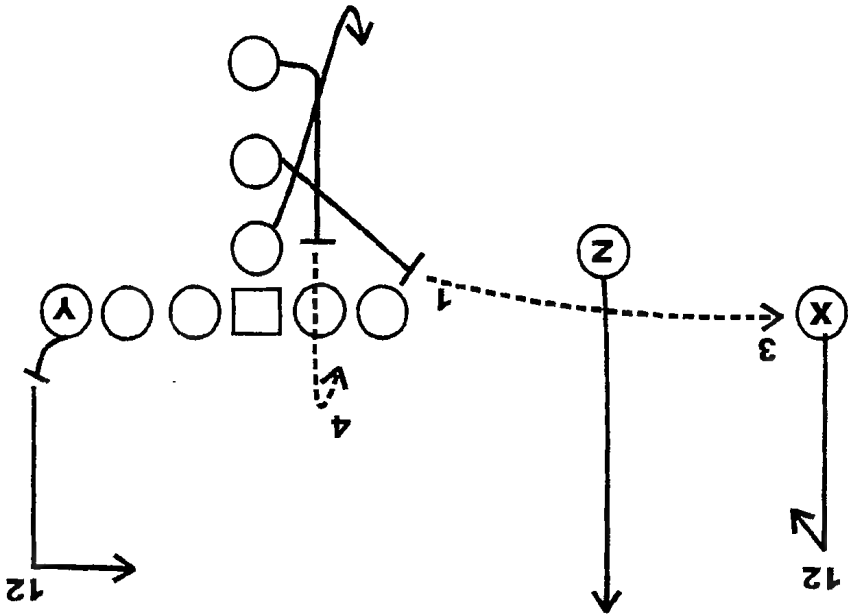
<p>35</p>	<p>25</p>
<p>38</p>	<p>45 Squirrm Mike Strong</p>
<p>37</p>	<p>57 Boss</p>
<p>39</p>	<p>49</p>
<p>53</p>	<p>53 Joker</p>
<p>246</p>	<p>34</p>

MIAMI DOLPHINS - OFFENSE

1 RT. SLOT

PASS 7 WEAK 694 FLAT/CHECK

Weak

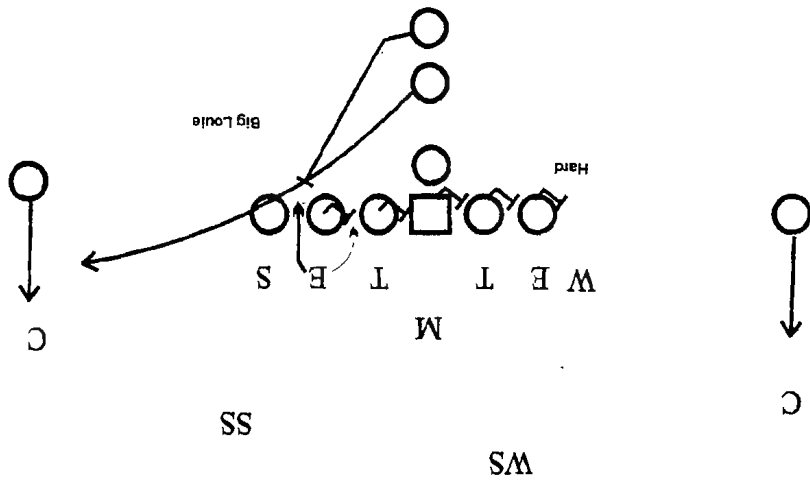


X	OUTSIDE 4 ROUTE
Y	CHECK S/S N/T OUTSIDE 6 ROUTE
Z	INSIDE 9 ROUTE
FB	AGGRESSIVE AT WILL N/T CHECK FLAT
HB	GOOD FAKE OFF CALL CHECK MIKE N/T CHECK DOWN
QB	OPEN TO, GOOD FAKE TO TB SET UP AT 5 STEPS LOOK X TO FB TO HB

NOTES

# Pass 8-9 (Strongside)

43



Pass 8

I Right

## Play Description

Play Action protection (6 man protection). Offensive Line full slide away from the number called (Big Roger or Big Louie). HB=1st defender off callside tackles butt.

QB	Open to, quick 5 step. Quick fake to HB. Look for FB now if n/t. Y to Z.
FB/HB	Free release. Run route.
HB/FB	Block first defender to show off the callside Tackles butt.
LINE	Full slide away from the number called- Big Roger or Big Louie.
Y	Route= 7. Inside release if possible. (No Hots)
Z	Route.
X	Route.

# PASS 9 (STRONGSIDE)

# PASS 8 (STRONGSIDE)

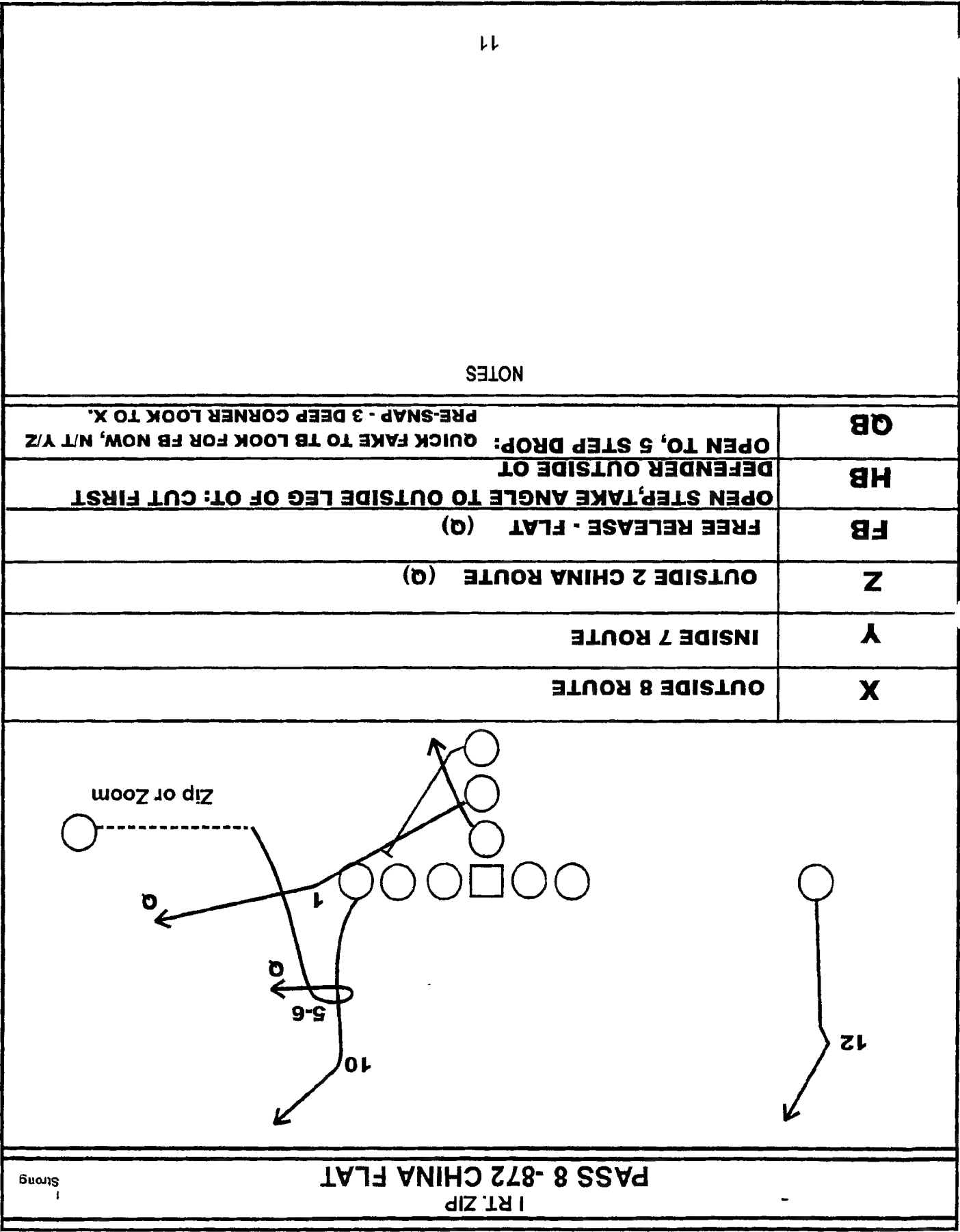
<p>35</p>	<p>25</p>
<p>38</p>	<p>45 Squirm Mike Strong</p>
<p>37</p>	<p>57 Boss</p>
<p>39</p>	<p>49</p>
<p>53</p>	<p>53 Joker</p>
<p>246</p>	<p>34</p>

I RT. ZIP <b>PASS 8 - 872 CHINA FLAT</b> Strong	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

I RT. ZIP <b>PASS 8 - 872 CHINA FLAT</b> Strong	
<p>The diagram illustrates a sequence of 12 moves for a performance. Moves 1 through 6 are part of a 'China Flat' routine, while moves 7 through 12 are part of a 'Pass 8' routine. The moves involve various steps, turns, and poses, culminating in a 'Zip or Zoom' movement indicated by a dashed line.</p>	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

[illegible]

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

[illegible]

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

[illegible]

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	

PASS 8-872 CHINA FLAT	
I RT. ZIP	
X	OUTSIDE 8 ROUTE
Y	INSIDE 7 ROUTE
Z	OUTSIDE 2 CHINA ROUTE (Q)
FB	FREE RELEASE - FLAT (Q)
HB	OPEN STEP; TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z PRE-SNAP - 3 DEEP CORNER LOOK TO X.
NOTES	
11	



Pass 8-9 (Weakside)	
43	
Pass 9	Weak Right Slot
<b>Play Description</b> Play Action protection (6 man protection). Offensive Line full slide away from the number called (Big Roger or Big Louie). HB=1st defender off callside tackles butt.	
QB	Open to, quick 5 step. Quick fake to HB. Look for FB now if n/t Y to Z.
FB/HB	Free release. Run route.
HB/FB	Block first defender to show off the callside Tackles butt.
LINE	Full slide away from the number called- Big Roger or Big Louie.
Y	Check S/S. N/T inside 6 route (like Pass 6 or 7)
Z	Route.
X	Route.

# PASS 8 (WEAKSIDE)

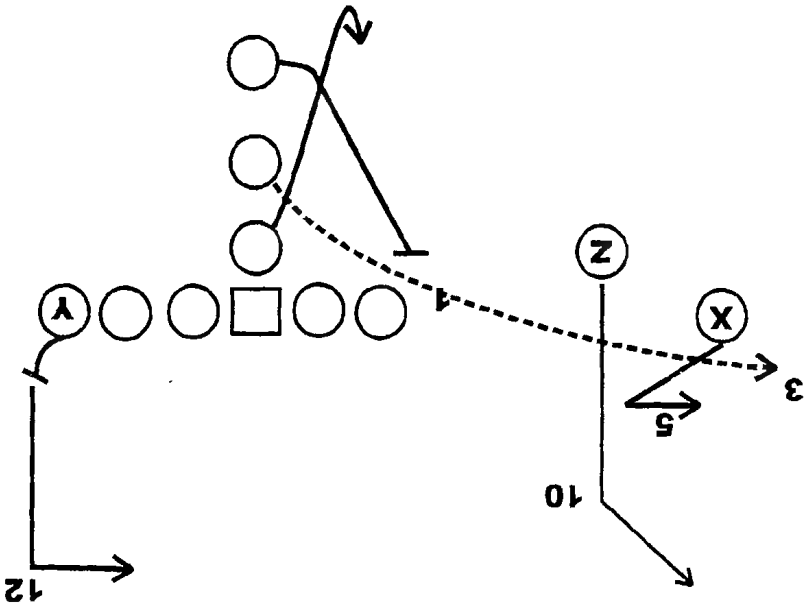
# PASS 9 (WEAKSIDE)

<p>35</p> <p>SS -</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>NE</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Louie</p>	<p>25</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ES</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Roger</p>
<p>38</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>NE</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Louie</p>	<p>45</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ES</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>45 Squirm Mike Strong</p> <p>Big Roger</p>
<p>37</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>NE</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Louie</p>	<p>57</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ES</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>57 Boss</p> <p>Big Roger</p>
<p>39</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>NE</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Louie</p>	<p>49</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ES</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Roger</p>
<p>53</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ET</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Louie</p>	<p>53</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ET</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>53 Joker</p> <p>Big Roger</p>
<p>246</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ET</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Louie</p>	<p>34</p> <p>WS</p> <p>C</p> <p>C</p> <p>SS</p> <p>SE</p> <p>ET</p> <p>T</p> <p>M</p> <p>W</p> <p>WS</p> <p>Big Roger</p>

13

MIAMI DOLPHINS - OFFENSE

1 RT. SLOT  
PASS 9 672 CHINA FLAT  
Weak  
Double



X	OUTSIDE 2 CHINA ROUTE
Y	CHECK S/S N/T INSIDE 6 ROUTE
Z	INSIDE 7 ROUTE
FB	FREE RELEASE FLAT (Q)
HB	OPEN STEP, TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, QUICK 5 STEP DROP; QUICK FAKE TO THE HB. LOOK FOR FB NOW. N/T Z TO X.

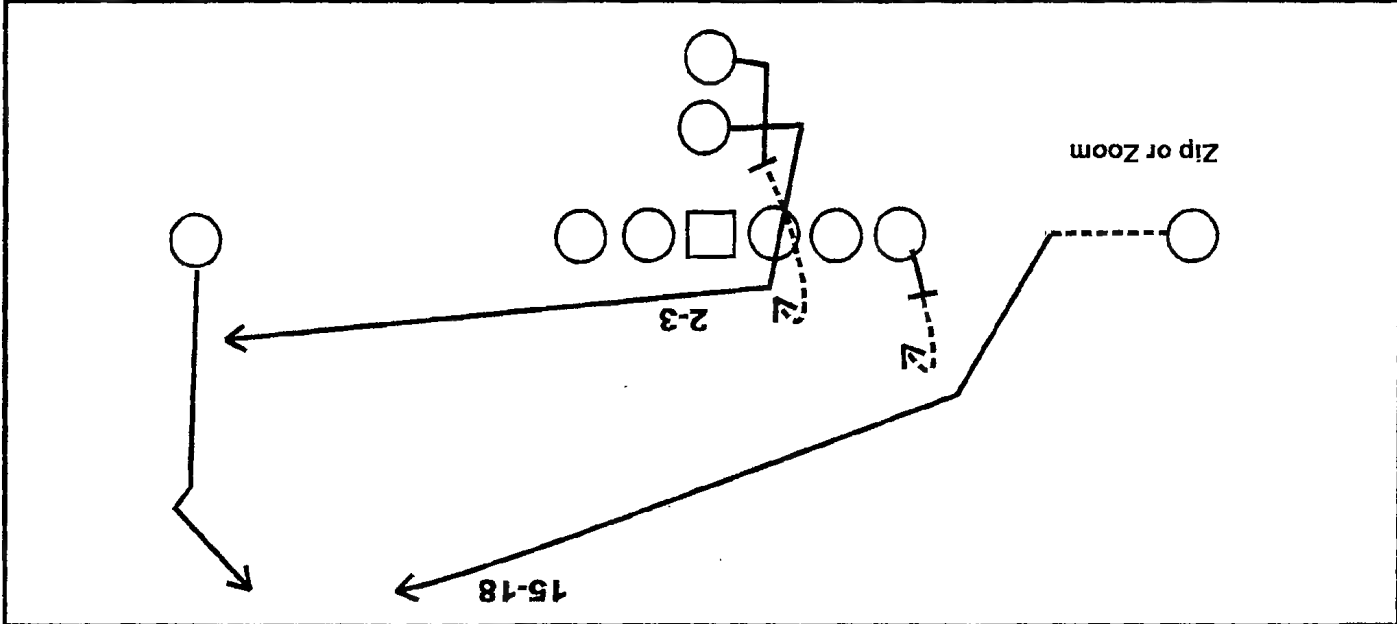
NOTES

Pass 56-57 Slow (Strongside)	
43	<div data-bbox="467 1360 1274 1858"> </div>
Pass 56 Slow I Right	
<b>Play Description</b> Play Action protection (7 man protection). Offensive line slide away from the number called. Onside is "SOLID". TE slow on #3. FB = Free Release, HB = Mike.	
QB	Open to, action is the same as Lead Draw Rt or Lt.
FB/HB	Draw set, free release - Route.
HB/FB	Draw set, block Mike to S/S. N/T Check Down.
LINE	Slide away from the number called. First uncovered starts the slide. Onside is "SOLID". TE slow in #3. NOTE: Same blocking as Slide RT and LT protection.
Y	Slow on #3. Late check out.
Z	Route.
X	Route.

<p>34</p>	<p>246</p>
<p>53 Joker</p>	<p>53</p>
<p>49</p>	<p>39</p>
<p>57 Boss</p>	<p>37</p>
<p>45 Squirm Mike Strong</p>	<p>38</p>
<p>25</p>	<p>35</p>

Strong Split

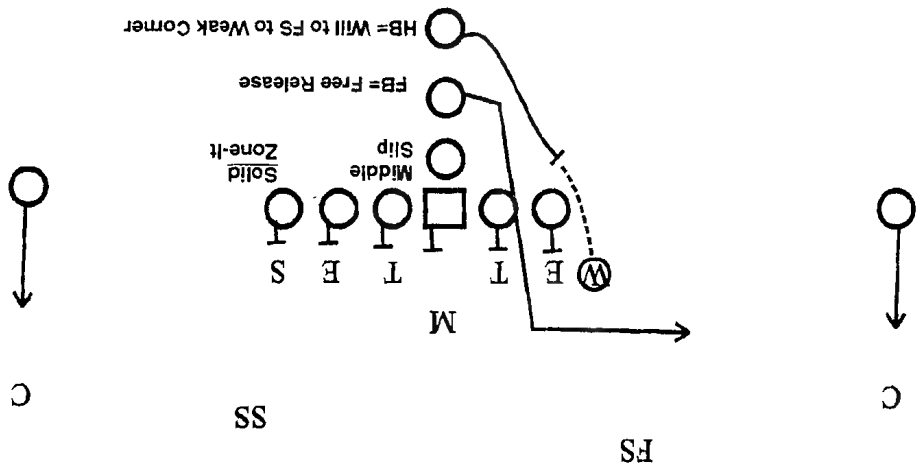
**PASS 57 SLOW - 82 DART/CHECK**



<b>QB</b>	GOOD FAKE OF THE LEAD DRAW WORK X TO FB. MIDDLE OPEN LOOK TO X.
<b>HB</b>	FAKE LEAD DRAW CHECK MIKE or TED, N/T CHECK DOWN
<b>FB</b>	FREE RELEASE - RUN DART
<b>Z</b>	OUTSIDE DEEP 2 ROUTE (ZIP MOTION)
<b>Y</b>	SLOW BLOCK EMOL - N/T CHECK DOWN
<b>X</b>	OUTSIDE 8 ROUTE

# Lag Pass Rt-Lt (Weakside)

43



Lag Pass Rt

Play Description

Play Action pass off Lag Draw action (7 man protection). This will always be run to the weakside of the formation. The offensive line wants to give the defense a DRAW READ.

QB Fake Lag Draw Action called. Set up between the G-T box approx. 7 yards deep and execute your progression.

FB/HB

Free release, run route called.

HB/FB

Fake Lag Draw. Block Will LB. N/T check down.

OFF-T

Block the run action called. Man block #2. Give Draw read. Alert Swoop vs Joker

OFF-G

Block the run action called. Man block #1. Give Draw read.

C

Block the run action called. Man block #0. Give Draw read.

ON-G

Block the run action called. Man block #1. Give Draw read.

ON-T

Block the run action called. Man block #2. Give Draw read. If #2 is LB. Fan for #3. (Lester or Ralph vs a T bubble.

Y

Block the run action called. Man block #3. Alert for a Zone-It call. Alert Swoop vs Joker

Z

Route.

X

Route.

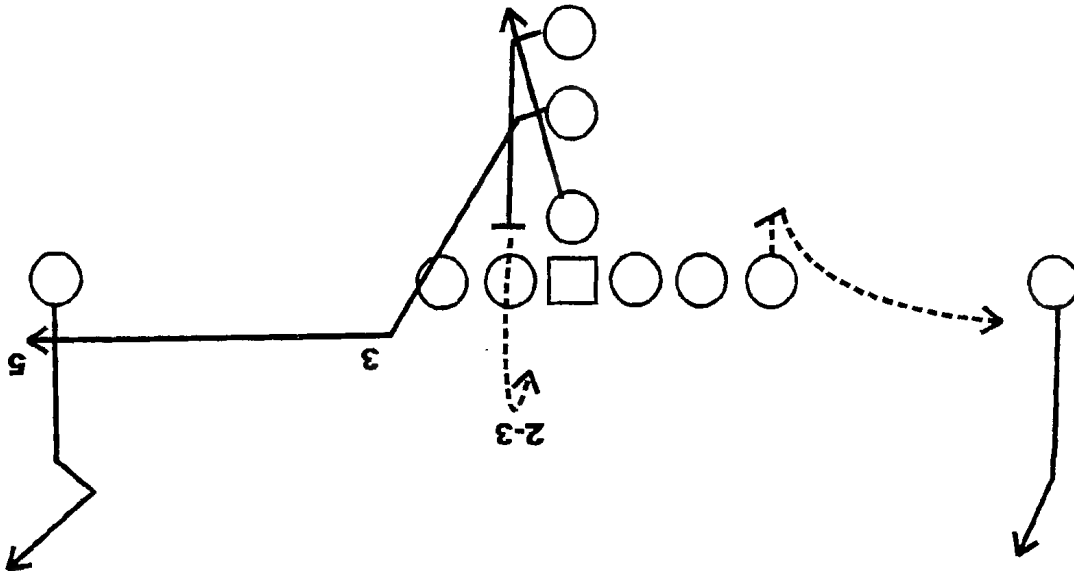
<p>35</p> <p>SS WS</p>	<p>35</p> <p>SS WS</p>
<p>38</p> <p>SS WS</p>	<p>38</p> <p>SS WS</p>
<p>37</p> <p>SS WS</p>	<p>37</p> <p>SS WS</p>
<p>49</p> <p>SS WS</p>	<p>39</p> <p>SS WS</p>
<p>53</p> <p>SS WS</p>	<p>53</p> <p>SS WS</p>
<p>34</p> <p>SS WS</p>	<p>246</p> <p>SS WS</p>



# MIAMI DOLPHINS - OFFENSE

LT  
LAG PASS RT. - 78 FLAT/CHECK

Weak

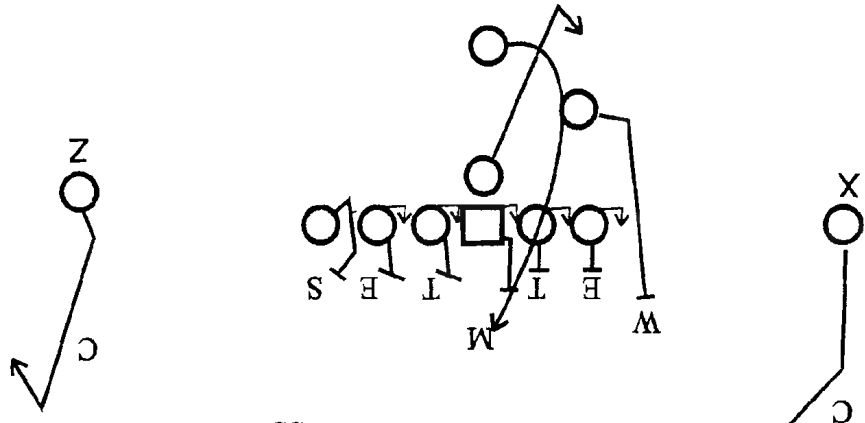


<b>X</b>	<b>OUTSIDE 7 ROUTE</b> VS. 3 DEEP = 5 ROUTE VS COV 2 = RUN IT OFF W/S.
<b>Y</b>	<b>BLOCK EMOL - CHECK FLAT</b>
<b>Z</b>	<b>OUTSIDE 8 ROUTE</b>
<b>FB</b>	<b>FREE RELEASE INSIDE END - RUN FLAT</b>
<b>HB</b>	<b>FAKE LAG DRAW - KEY WILL N/T CHECK DOWN.</b>
<b>QB</b>	<b>GOOD FAKE OF LAG DRAW SET UP BETWEEN GUARD &amp; TACKLE. LOOK X TO FB. Z IF MIDDLE OPEN.</b>

NOTES

# Run Action

<u>ITEM</u>	
Rambo Call	1-3
Rambo Belly	4-6
Counter Pass	7-9
<u>PAGE</u>	

"Rambo" Call Left/Right	
43 Will Hip	WS
SS	
	
<p><b>"Rambo" Call Lt</b></p> <p><b>Weak Right</b></p>	
<p><b>Play Description</b></p> <p>The term "Rambo" is an alert to the offensive team to block the protection exactly like the run called. It is important to give the defense a "RUN READ", so that the defense reacts to the run. Make the play "sound" like the run.</p>	
QB	Execute the Belly Rt or Lt footwork. Need good fake. Follow faking back with eyes while dropping five quick steps, set feet to throw.
BB	Block the play called aggressively. MONGO : man block #3. LESTER or RALPH = block Will.
BC	No blocking responsibility. Make a great fake, make the defense tackle you.
OFF-T	Man block #2. Same as Call. Play Action Hinge technique.
OFF-G	Man block #1. Same as Call. Play Action Hinge technique.
C	Man block #0. Same as Call. High pressure control technique.
ON-G	Man block #1. Same as Call. High pressure control technique.
ON-T	Make the Call, MONGO= Man block #2. LESTER or RALPH vs a "5" technique or a "T" bubble..
Y	Man block #3. Same as Call. High pressure control technique.
Z	Run route called.
X	Run route called.

<p>34</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>246</p> <p>(REG) WEAK LEFT</p> <p>RAMBO CALL RIGHT</p>
<p>53</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>53</p> <p>(REG) WEAK LEFT</p> <p>RAMBO CALL RIGHT</p>
<p>49</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>39</p> <p>(REG) WEAK LEFT</p> <p>RAMBO CALL RIGHT</p>
<p>57</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>37</p> <p>(REG) WEAK LEFT</p> <p>RAMBO CALL RIGHT</p>
<p>45</p> <p>(REG) I LEFT</p> <p>RAMBO CALL LEFT</p>	<p>38</p> <p>(REG) I LEFT</p> <p>RAMBO CALL RIGHT</p>
<p>25</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>35</p> <p>(REG) WEAK LEFT</p> <p>RAMBO CALL RIGHT</p>

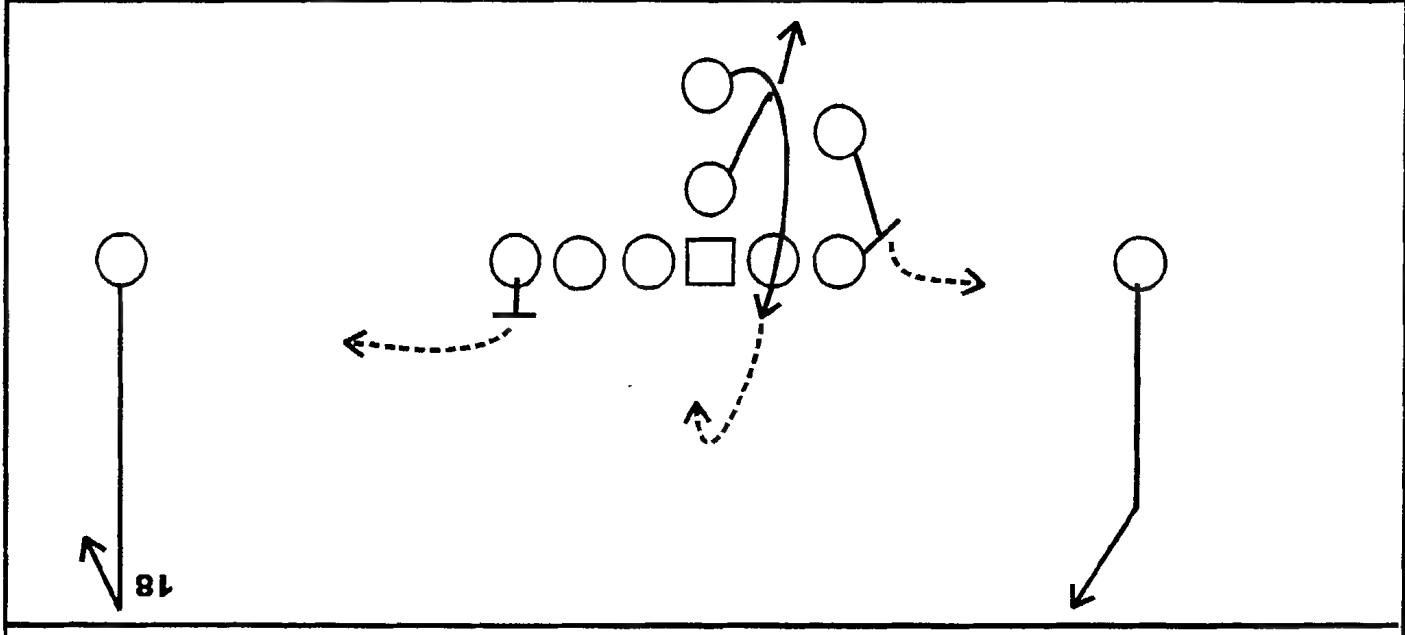
"RAMBO" CALL LEFT

"RAMBO" CALL RIGHT

WEAK RT.	RAMBO CALL LT. - 85 CHECK
----------	---------------------------

RAMBO CALL LT. - 85 CHECK

RAMBO CALL LT. - 85 CHECK



<b>QB</b>	<b>HARD FAKE OF CALL - LOOK X TO Z TO CHECKDOWN.</b>
<b>HB</b>	<b>FAKE CALL, SELL OUT, IF NOT TACKLED CHECK DOWN.</b>
<b>FB</b>	<b>BLOCK WILL, N/T LEAK OUT</b>
<b>Z</b>	<b>OUTSIDE 5 ROUTE</b>
<b>Y</b>	<b>BLOCK #3 BACKSIDE, N/T LEAK OUT</b>
<b>X</b>	<b>OUTSIDE 8 ROUTE</b>

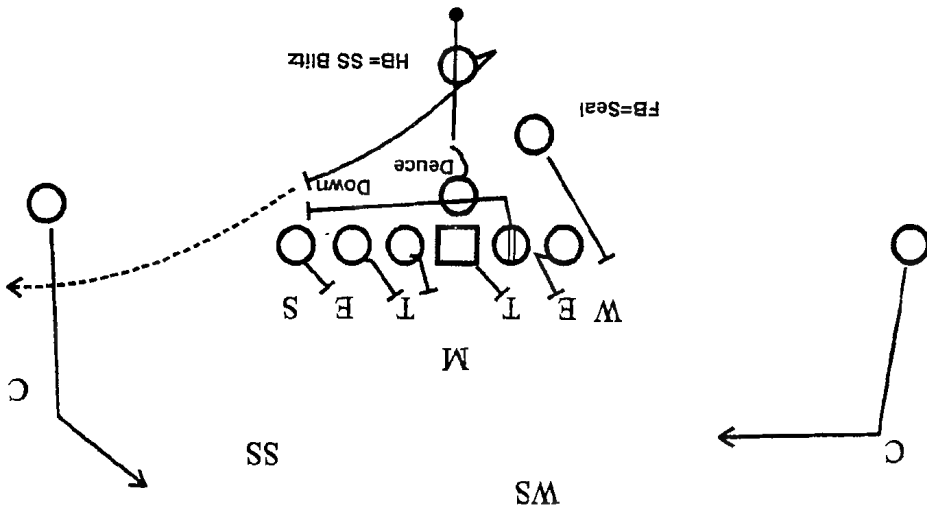
<p><b>"Rambo" Belly Right/Left</b></p>	
<p>43</p> <p><b>"Rambo" Belly Rt</b></p> <p><b>Double Right</b></p>	
<p><b>Play Description</b></p> <p>The term "Rambo" is an alert to the offensive team to block the protection exactly like the run called. It is important to give the defense a "RUN READ", so that the defense reacts to the run. Make the play "sound" like the run.</p>	
QB	Execute the Belly Rt or Lt footwork. Need good fake. Follow faking back with eyes while dropping five quick steps, set feet to throw.
BB	Man block #3 same as Belly. If aligned in backfield use "seal" technique.
BC	No blocking responsibility. Make a great fake, make the defense tackle you.
OFF-T	Man block #2. Same as Belly. Play Action Hinge technique.
OFF-G	Man block #1. Same as Belly. Play Action Hinge technique.
C	Man block #0. Same as Belly. High pressure control technique.
ON-G	Man block #1. Same as Belly. High pressure control technique.
ON-T	Man block #2. Same as Belly. High pressure control technique.
Y	Man block #3. Same as Belly. High pressure control technique.
Z	Run route called.
X	Run route called.

<p>35</p> <p>(REG) DOUBLE LEFT</p> <p>RAMBO BELLY LEFT</p> <p>SS WS</p>	<p>38</p> <p>(F) ACE LEFT</p> <p>RAMBO BELLY LEFT</p> <p>SS WS</p>
<p>25</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO BELLY RIGHT</p> <p>SS WS</p>	<p>38</p> <p>45 Squirem Mike Strong</p> <p>(H) ACE RIGHT</p> <p>RAMBO BELLY RIGHT</p> <p>SS WS</p>
<p>37</p> <p>(REG) WEAK LEFT</p> <p>RAMBO BELLY LEFT</p> <p>SS WS</p>	<p>57 Boss</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO BELLY RIGHT</p> <p>SS WS</p>
<p>39</p> <p>(REG) WEAK LEFT</p> <p>RAMBO BELLY LEFT</p> <p>SS WS</p>	<p>49</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO BELLY RIGHT</p> <p>SS WS</p>
<p>53</p> <p>(REG) DOUBLE LEFT</p> <p>RAMBO BELLY LEFT</p> <p>SS WS</p>	<p>53 Joker</p> <p>(REG) DOUBLE RIGHT</p> <p>RAMBO BELLY RIGHT</p> <p>SS WS</p>
<p>246</p> <p>WS</p> <p>QB - DO NOT RUN UNLESS GAME PLANNED!</p> <p>SS WS</p>	<p>34</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO BELLY RIGHT</p> <p>SS WS</p>





## Weak Right



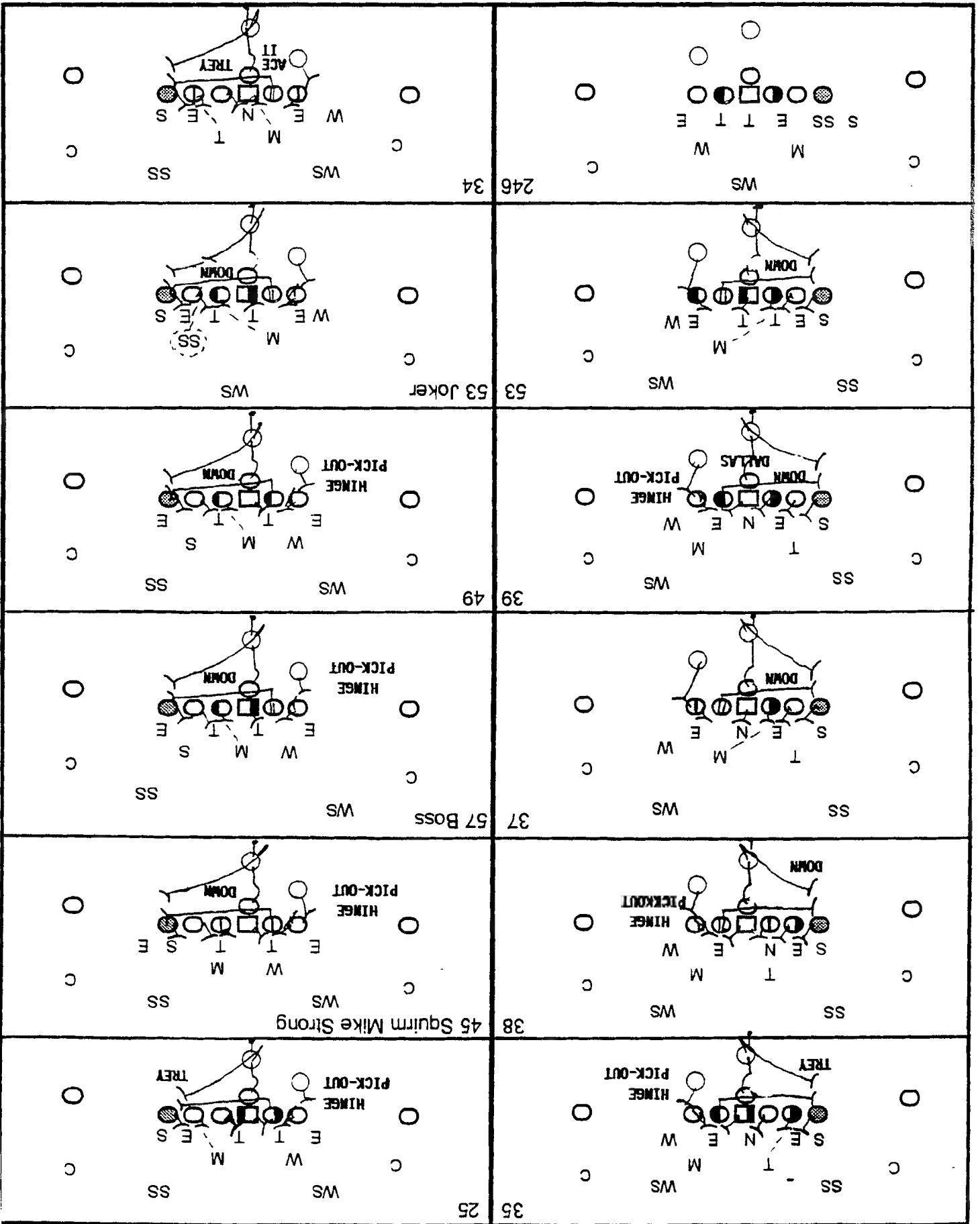
Play Action protection showing Counter Action (8 man protection). This play will be blocked similar to Counter Rt and Lt. QB will take Counter Action called, then drop straight back, approx. 9 yards deep..

### Play Description

QB	Same action as Counter Rt or Lt. After take drop straight back-approx. 9 yards deep and execute your progression.
FB/Sub	Seal backside on EMOL. May area block with off Tackle. N/T Check Down.
HB/FB	Fake Counter Action called. Alert for S/S blitzing. N/T run "Flat" as checkdown.
OFF-T	Man block #2. If #2 is LB Hinge give hand help and Pick Out. (Possible "Go" call).
OFF-G	Pull- Trap first defender off TE's butt, BUILD A WALL. Note: Take inside out Trap Angle
C	Block backside. Alert to make "Dallas" call vs Triple looks.
ON-G	Block first inside. Alert for "Dallas" call. Covered by a down lineman, tight inside release. Note : alert for Mike run thru.
ON-T	Block first inside. Take tight inside release. Vs Guard bubble make "Trey" call. Alert for Mike run thru. If Guard covered by a DL make "Down" call. Block down on defender aligned on the Guard.
Y	Similar to Counter rules. On "Trey" call-block down on DE, keep him pinned inside. Alert "Down" call-Must block DE by yourself.
Z	Route.
X	Route.

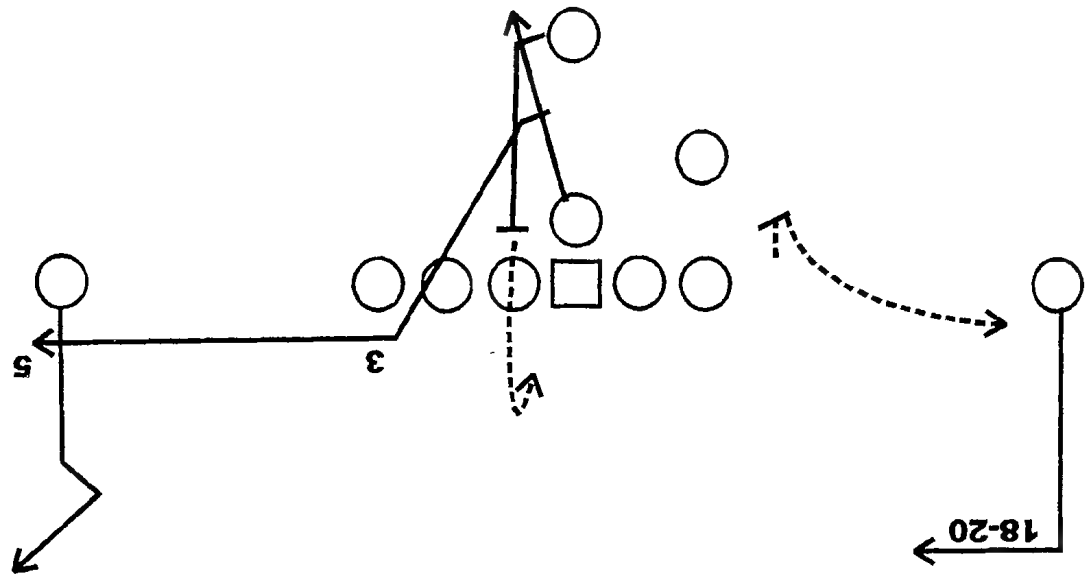
COUNTER PASS RT (STRONGSIDE)

COUNTER PASS LT (STRONGSIDE)



# MIAMI DOLPHINS - OFFENSE

WEAK RT.  
COUNTER PASS RT. - 68 CHECK (86 CHECK)



OUTSIDE 7 ROUTE  
VS. 3 DEEP = 5 ROUTE  
VS COV 2 = RUN IT OF W/S.

BLOCK EMOL - CHECK FLAT

Y

OUTSIDE 8 ROUTE

Z

FREE RELEASE INSIDE END - RUN FLAT

FB

FAKE LAG DRAW - KEY WILL N/T CHECK DOWN.

HB

GOOD FAKE OF LAG DRAW SET UP BETWEEN GUARD & TACKLE.  
LOOK X TO FB. Z IN MIDDLE OPEN.

QB

NOTES

# Out of Pocket

**PAGE**

1-3

4-7

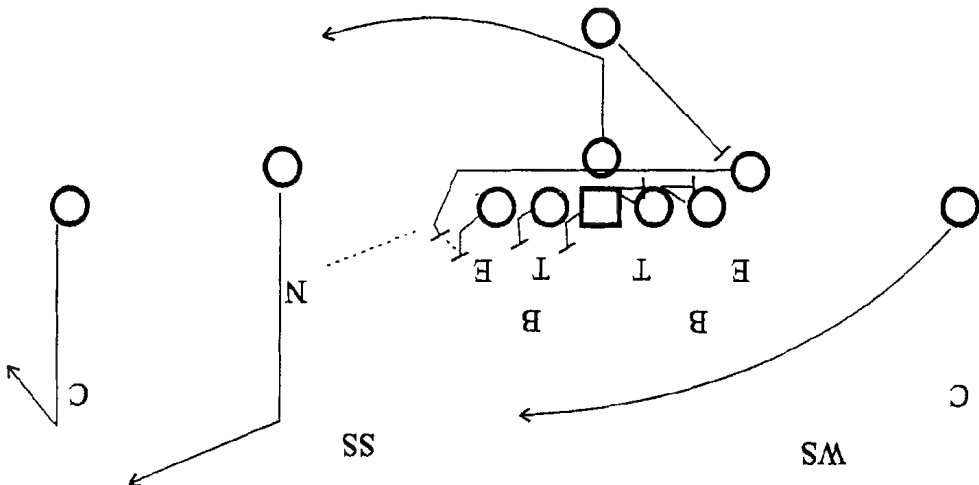
**ITEM**

Dash Protection

Hide Protection

# Dash Protection (Out of Pocket)

42

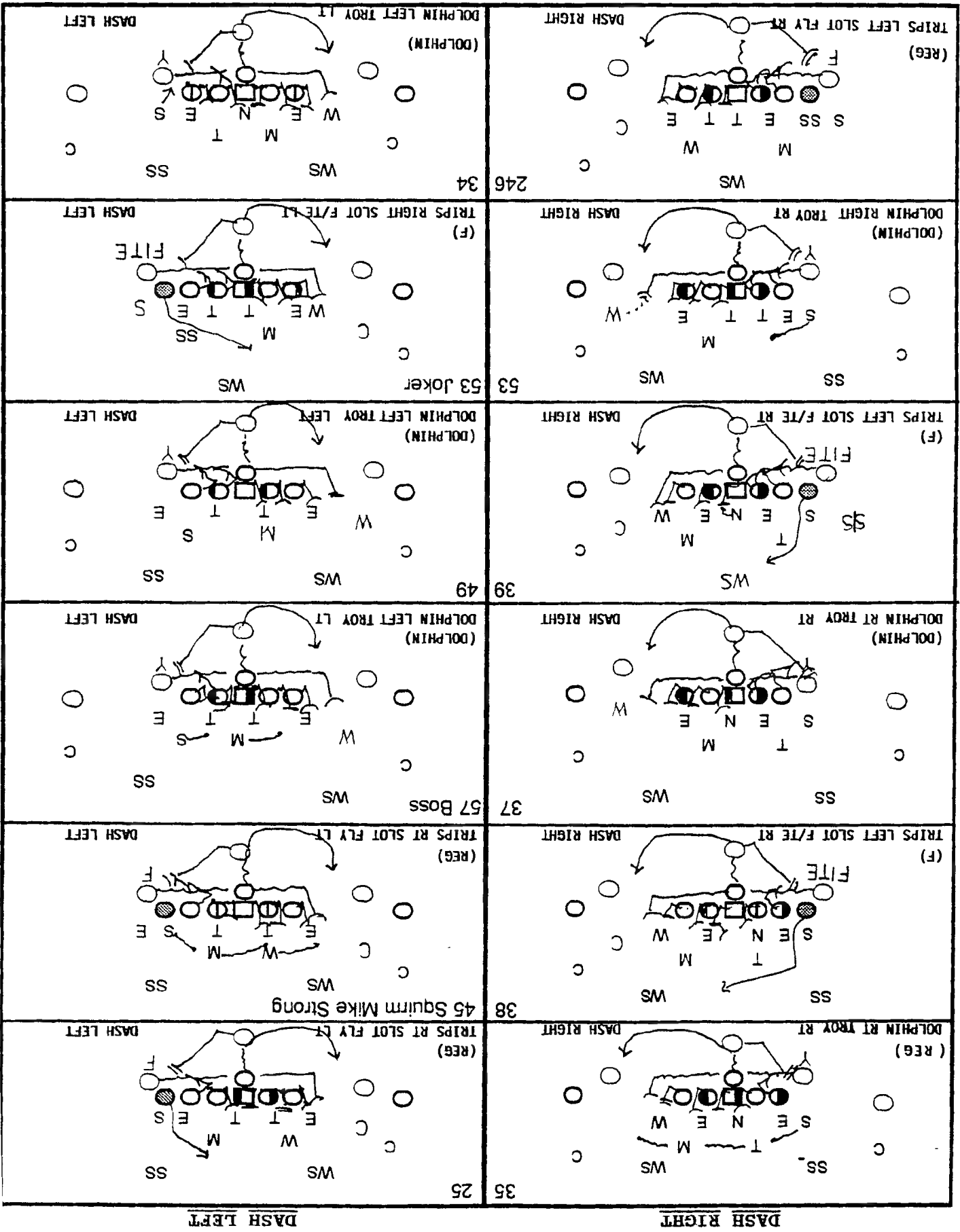


Dolphin Rt Troy Rt

Dash Right 275

**Play Description:** Full reach protection. QB drop quick 3 step then dashing for numbers on the field. 7 man protection must protect the QB all the way to the sidelines. Will zone pick up on all twists and blitzes inside.

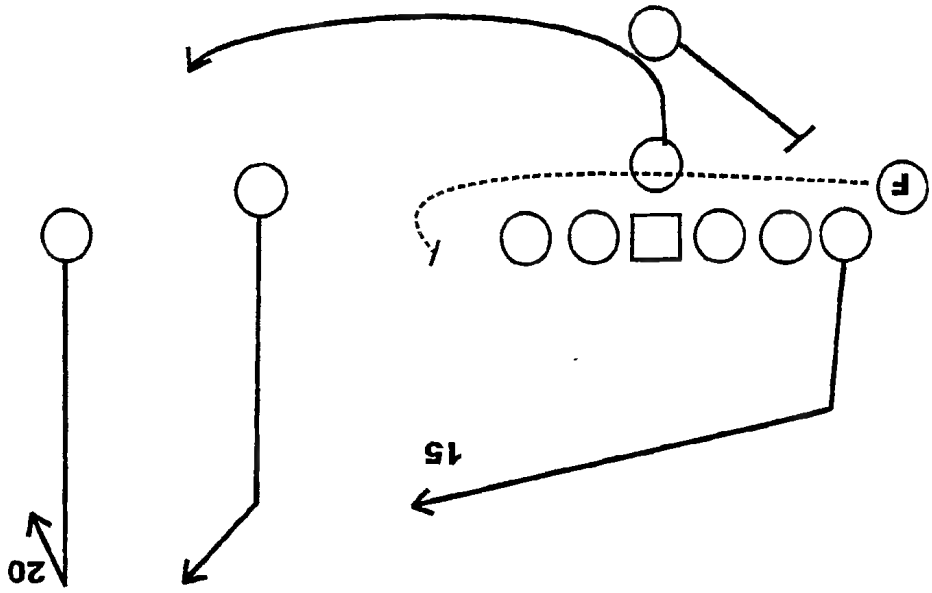
QB	Quick 3 step drop, dash to the side of protection call. Landmark is to the inside of the numbers on the field.
FB	Block #3. Work to keep shoulders square to LOS.
HB	Block EMOL away from the protection side. Use cut block on down lineman or OLB.
OFF-T	Man block #2. SWING THE GATE TECHNIQUE.
OFF-G	Man block #1. SWING THE GATE TECHNIQUE. If #1 is a LB or covered by a 1 Technique use Full Reach- Drop Zone step.
C	Man block #0. FULL REACH TECHNIQUE. Drop Zone step.
ON-G	Man block #1. FULL REACH TECHNIQUE. Drop Zone step.
ON-T	Man block #2. FULL REACH TECHNIQUE. Drop Zone step. Note: FB or FB sub will be coming over to block #3.
Y	Route
Z	Route
X	Route



MIAMI DOLPHINS - OFFENSE

TRIPS LT FLY RT.  
DASH RT 275

Weak  
Double

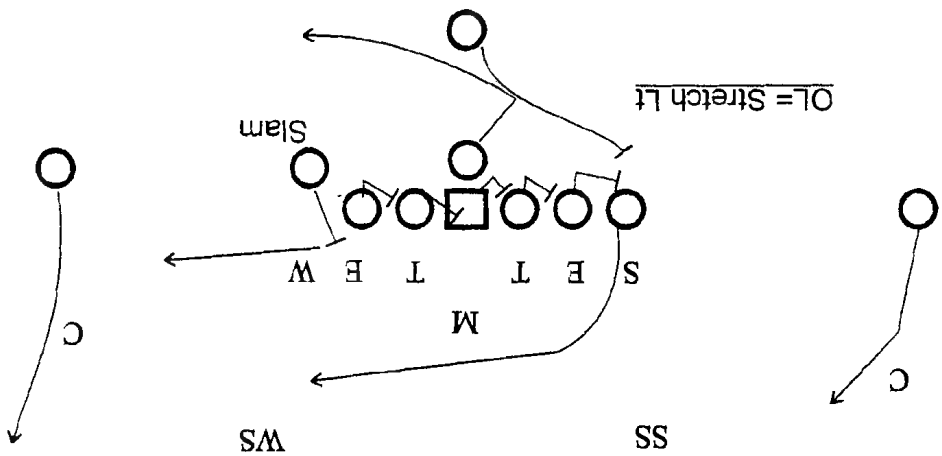


X	OUTSIDE 5 ROUTE
Y	INSIDE DEEP 2 ROUTE
Z	OUTSIDE 7 ROUTE
FB	FLY MOTION BLOCK #3 OUTSIDE-IN. N/T SEAL
HB	BLOCK SAM N/T HELP OFF TACKLES BUTT
QB	3 STEP DROP: SPRINT SIDE OF CALL. BREAK CONTAINMENT

NOTES

# Hide Rt-Lt

43



Double Left

## Play Description

Excellent play action pass with QB taking the stretch play and then rolling away from initial action, to attack the defense. The offensive line will block right or left protection, following the rules of stretch right or left. Hide CWM is checked away from support. Example: Double Left Hide check with me.

QB	Open to the called side faking the stretch by extending the ball on your first two steps. Snap head around for quick pressure and execute read on end man on LOS.	FB/SUB	Action away - slam EMOL, ensure corner for QB. Two defenders on or outside the offensive tackle, slam man over the offensive tackle.	HB/FB	Execute Good fake off of stretch action. Alert for S/S blitz.	OFF-T	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman. 34 look "Wheel technique".	OFF-G	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman.	C	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman.	ON-G	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman.	ON-T	Block the action called. Example: Fake LT = Stretch LT. Vs "T" bubble, drop step and drive on EMOL.	Y	Action called towards you - Run route called. Action away - slam EMOL, ensure corner for QB. Two defenders on or outside the offensive tackle, slam man over the offensive tackle. Vs Sam blitz, run route.	Z	Route.	X	Route.
----	---	--------	--	-------	---	-------	--	-------	---	---	---	------	---	------	---	---	---	---	--------	---	--------



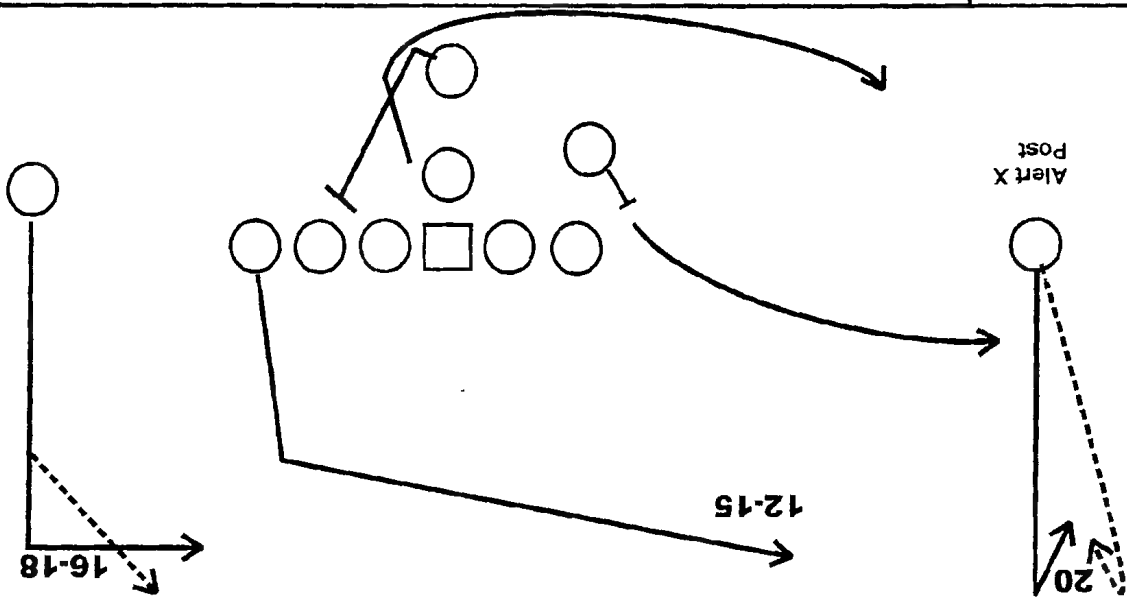
<p>FAKE RT HIDE LT</p> <p>25</p>	<p>35</p>
<p>45 Squirm Mike Strong</p> <p>38</p>	<p>37</p>
<p>57 Boss</p> <p>49</p>	<p>39</p>
<p>53 Joker</p> <p>53</p>	<p>246</p>
<p>34</p>	<p>34</p>



# MIAMI DOLPHINS - OFFENSE

WEAK RT.  
FAKE RT. - HIDE LEFT

Weak  
Double



OUTSIDE 6 ROUTE (MIDDLE OPEN TAKE IT)

FAKE AWAY FROM YOU, SLAM EMOL, RELEASE IN FLAT,  
LOOK QUICK.

OUTSIDE 5 ROUTE

FAKE TO YOU, RUN INSIDE DEEP 2 ROUTE.

GOOD FAKE OF STRETCH TO CALL SIDE.  
ALERT PERIMETER BLITZER.

SAME AS OTHER HIDE.

NOTES

# Screens

<u>ITEM</u>	<u>PAGE</u>
Screen Principles	1
Base Screen Protection	2-3
Base Screen HB	4-5
Base Screen FB	6
Solid Screen to Y	7
Quick Screen to Z	8-9
Quick Screen to X	10-11
Middle Screen to F	12

# SCREEN PRINCIPLES

SCREENS : OUR SCREENS ARE DERIVED FROM **BASE AND SOLID** PROTECTIONS, THE FORMATION AND TYPE OF SCREEN TO BE USED WILL BE SET WEEKLY IN THE GAME PLAN.

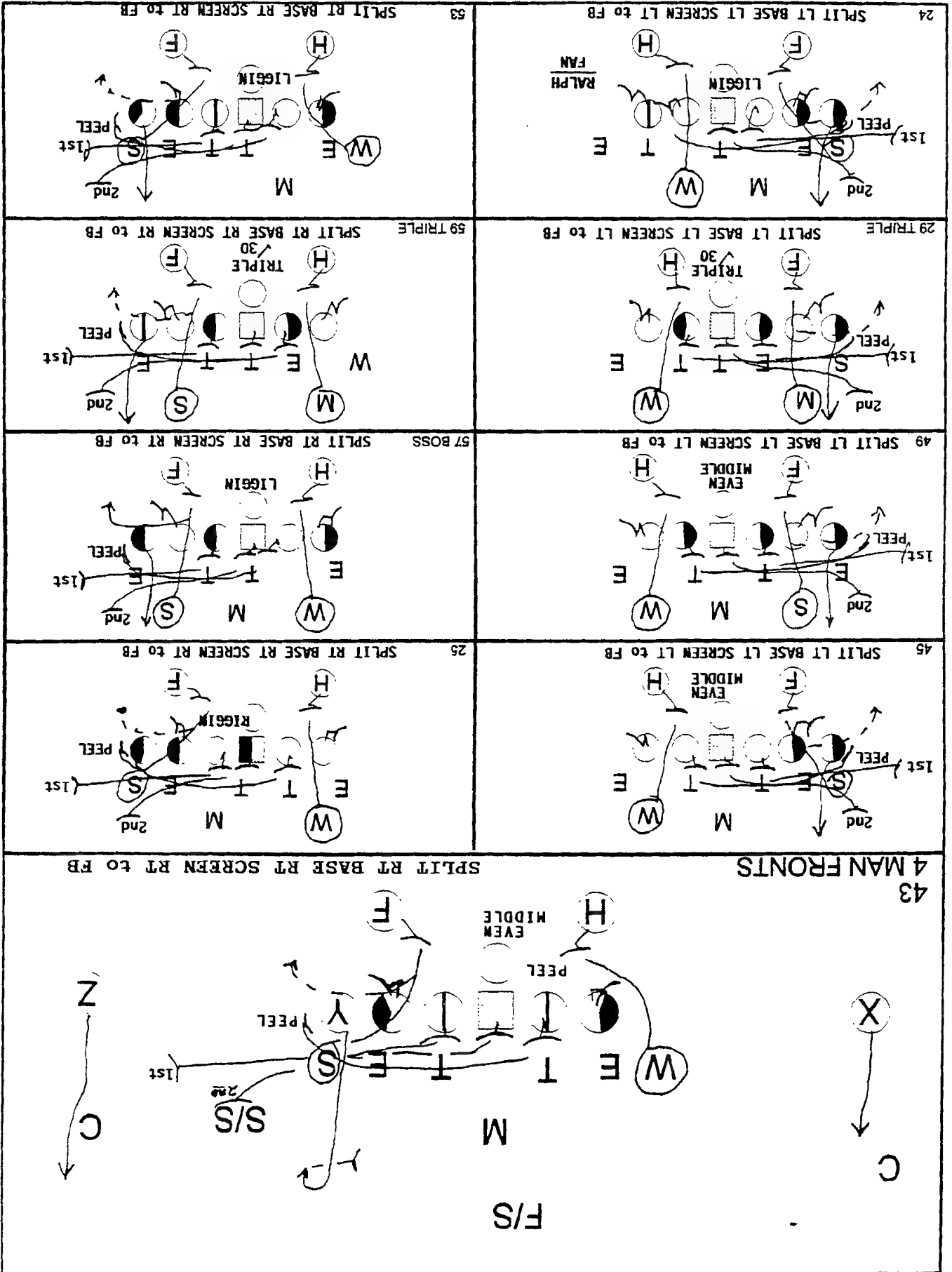
## SCREENS

QB: SET AT 7 YDS (6 STEPS) - WAIT UNTIL YOU'RE FORCED TO RETREAT - SHUFFLE BACK & PASS TO RECEIVER.

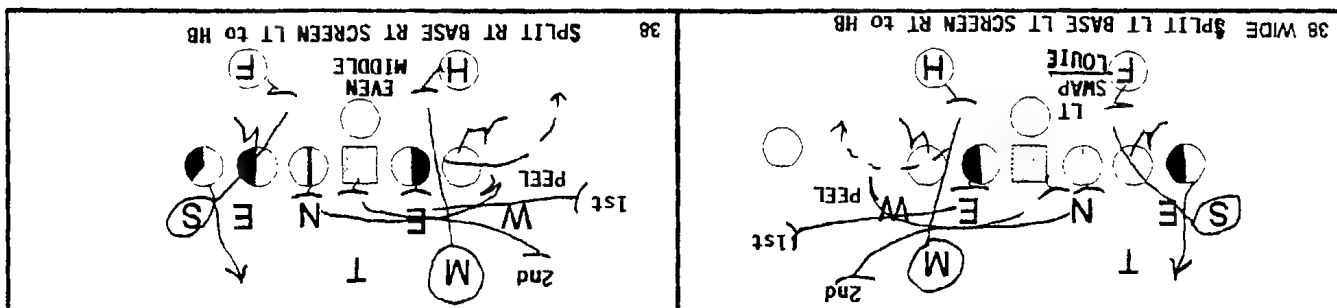
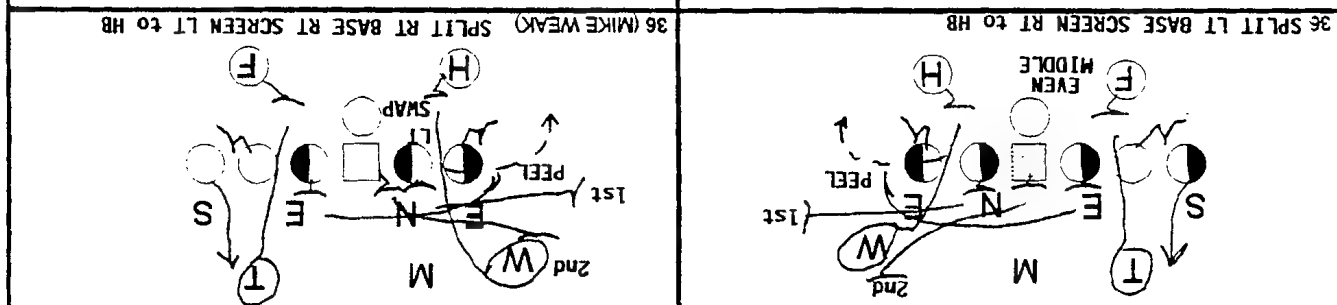
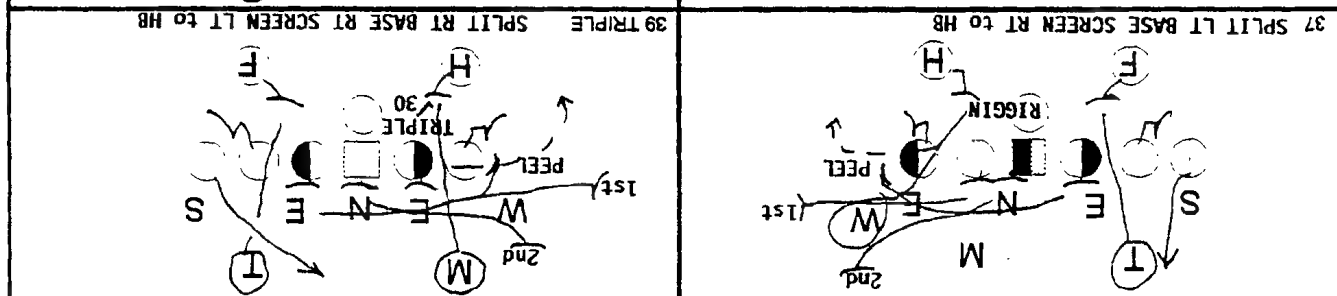
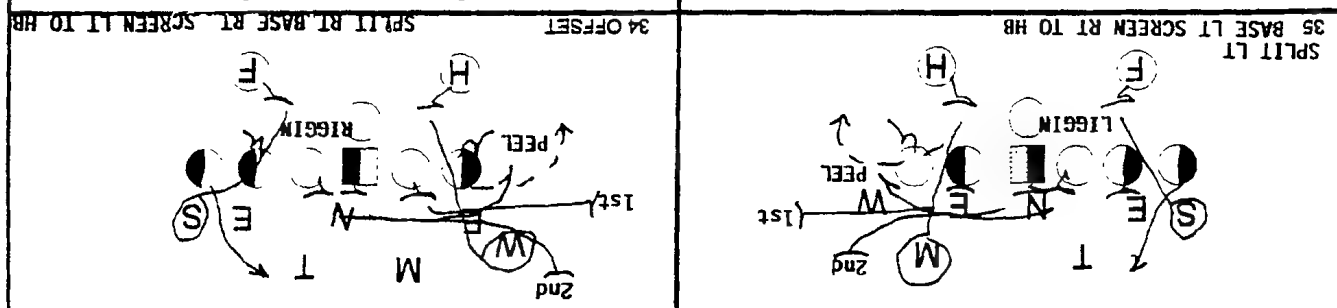
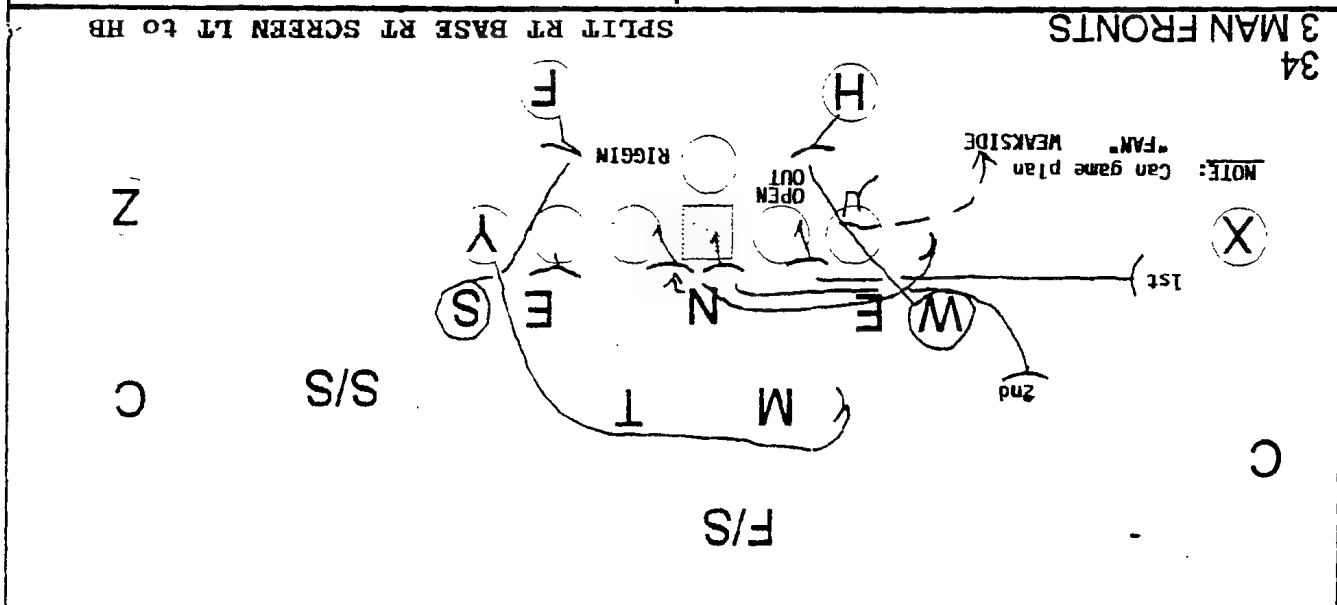
SCREENER: SCREEN OFF BLOCKING ASSIGNMENT, N/T: KEY OFF LINE TO GET TO OPEN SPOT. (KEY INSIDE GUARD OR CENTER TO AID WITH TIMING). GET TO THE NUMBERS.

LINE: BLOCK PASS PROTECTION CALLED. TACKLES FULL TIME. CENTER & GUARDS JAM AND RELEASE. OFFSIDE GUARD ALERT PEEL. FIRST OUT = FIRST FORCE. SECOND OUT = PERSONAL ESCORT. GET TO THE NUMBERS. Y: PROTECTION RULES APPLY.

# Base Screen Protections

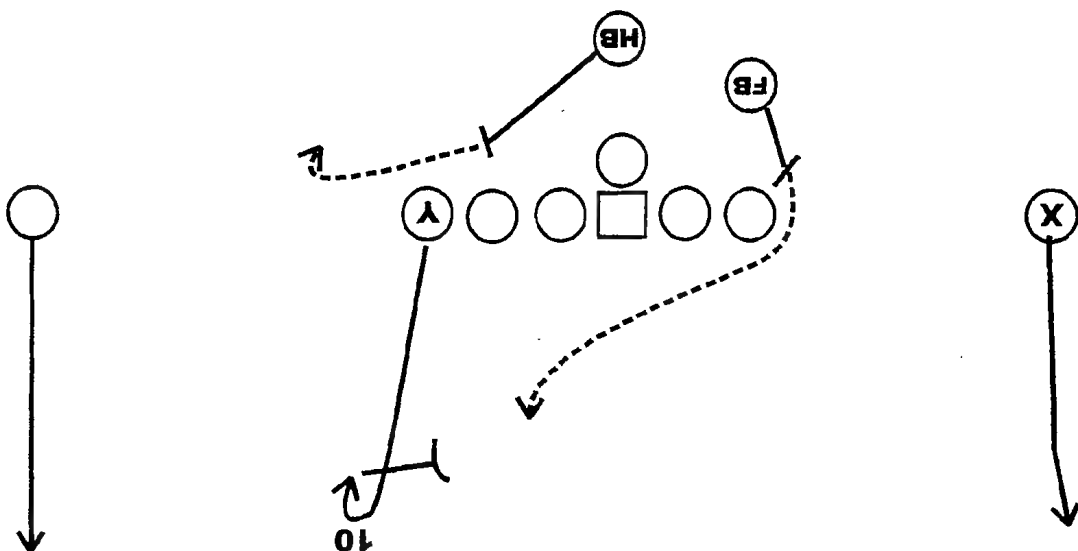


# Base Screen Protections



# MIAMI DOLPHINS - OFFENSE

WEAK RT.  
BASE RT. HB SCREEN RT.



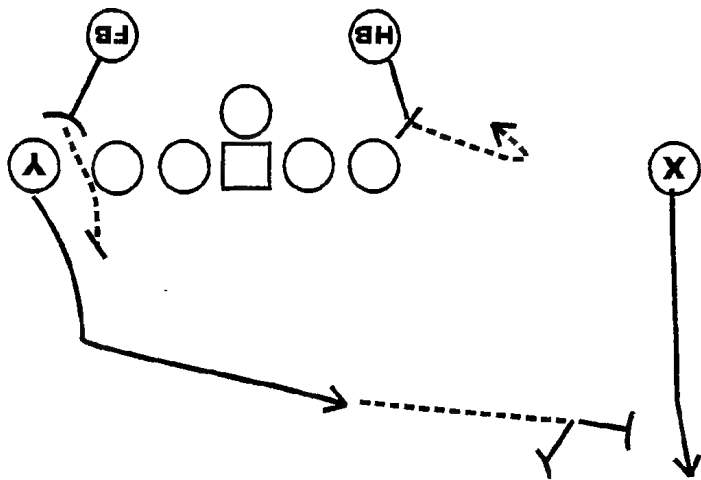
<b>X</b>	<b>OUTSIDE 9 ROUTE</b>
<b>Y</b>	<b>INSIDE 5 ROUTE OUTSIDE RELEASE - GET OPEN N/T BLOCK FIRST INSIDE LB.</b>
<b>Z</b>	<b>OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)</b>
<b>FB</b>	<b>BLOCK WILL, N/T SEARCH WILL LB DOWNFIELD</b>
<b>HB</b>	<b>BLOCK SAM NO BLITZ - ALLOW UNCOVERED LINEMAN TO GO FIRST, THEN FIND THROWING LANE. SCREEN OFF BLITZER</b>
<b>QB</b>	<b>5 STEP DROP: SET THEN DRIFT BACK TO FIND RECEIVER LET LINEMEN COME TO YOU. VS M/M LOOK FOR Y</b>

NOTES



# MIAMI DOLPHINS - OFFENSE

SPLIT RIGHT  
BASE RT. HB SCREEN LT.



OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)

INSIDE DEEP 2 ROUTE . SCREEN THROWN TO HB  
SEARCH PERIMETER SUPPORT

OUTSIDE 9 ROUTE

BLOCK SAM, N/T SEARCH SAM LB DOWNFIELD

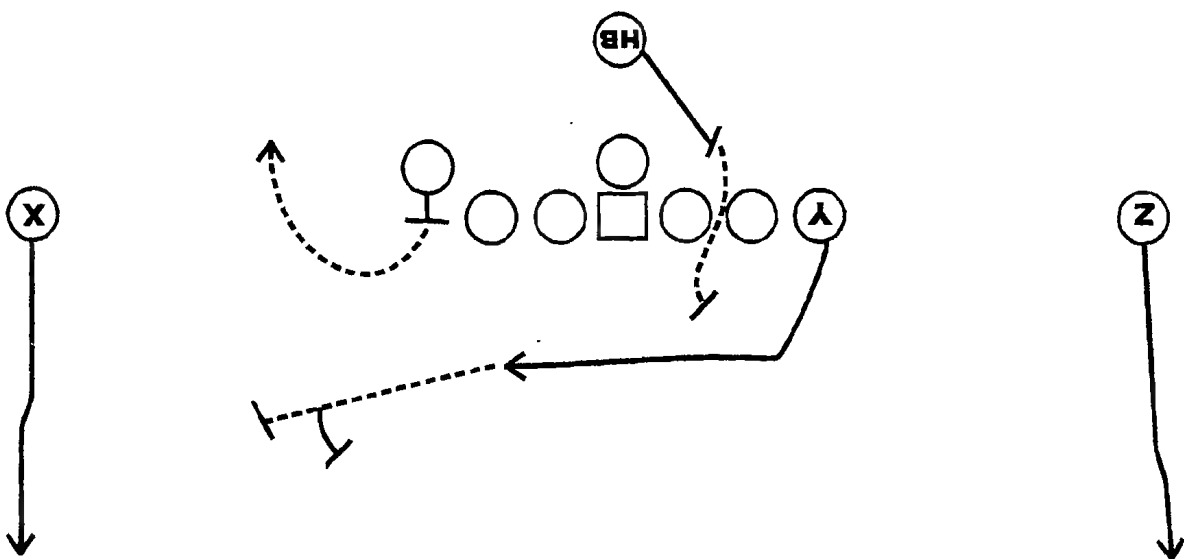
BLOCK WILL N/T ALLOW UNCOVERED LINEMAN TO GO FIRST,  
THEN FIND THROWING LANE. SCREEN OFF BLITZER.

QB  
SAME TECHNIQUE AND TIMING AS STRONGSIDE SCREENS.  
Y VS M/M (OUTLET)

NOTES

# MIAMI DOLPHINS - OFFENSE

DOUBLE LEFT  
BASE LT. FB SCREEN RT.

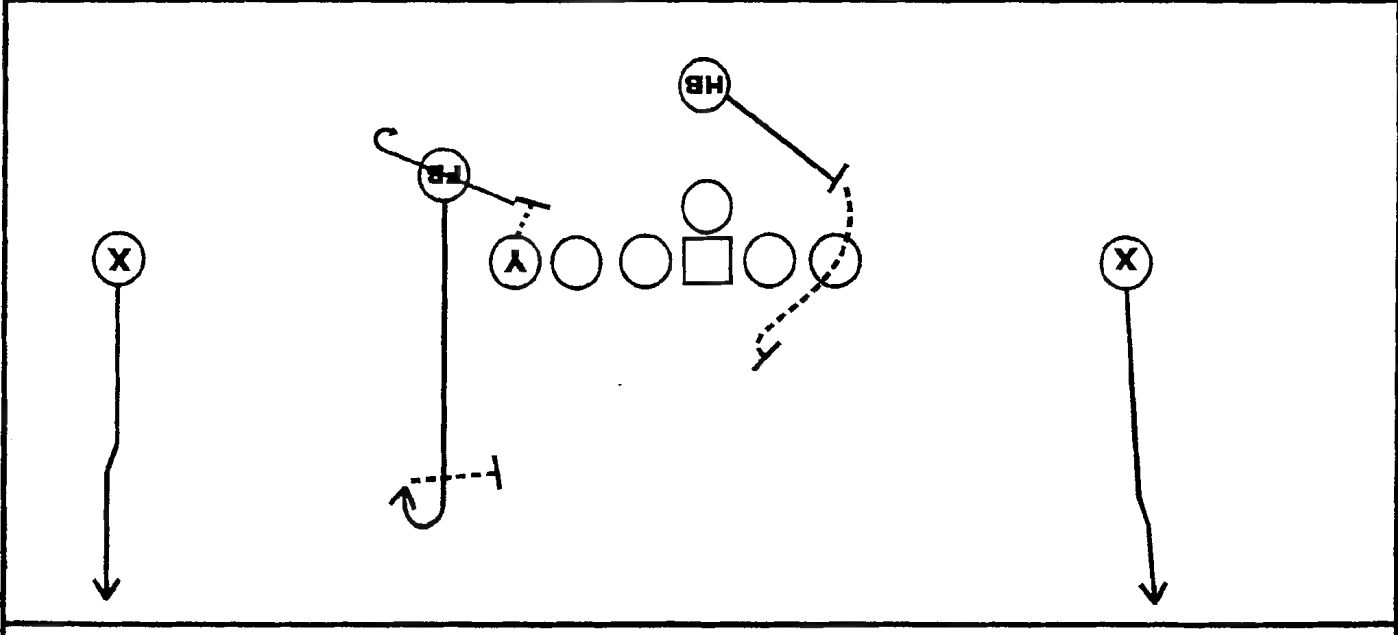


<b>X</b>	<b>OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)</b>
<b>Y</b>	<b>INSIDE DEEP 2 ROUTE. SCREEN THROWN TO FB SEARCH PERIMETER SUPPORT</b>
<b>Z</b>	<b>OUTSIDE 9 ROUTE</b>
<b>FB</b>	<b>BLOCK EMOL (SOLID) N/T ALLOW UNCOVERED LINEMAN TO LEAVE FIRST THEN FIND THROWING LANE. SCREEN OFF BLITZER</b>
<b>HB</b>	<b>BLOCK SAM N/T SEARCH SAM LB DOWNFIELD</b>
<b>QB</b>	<b>SAME TECHNIQUE AND TIMING AS STRONGSIDE SCREENS. Y VS M/M (OUTLET)</b>

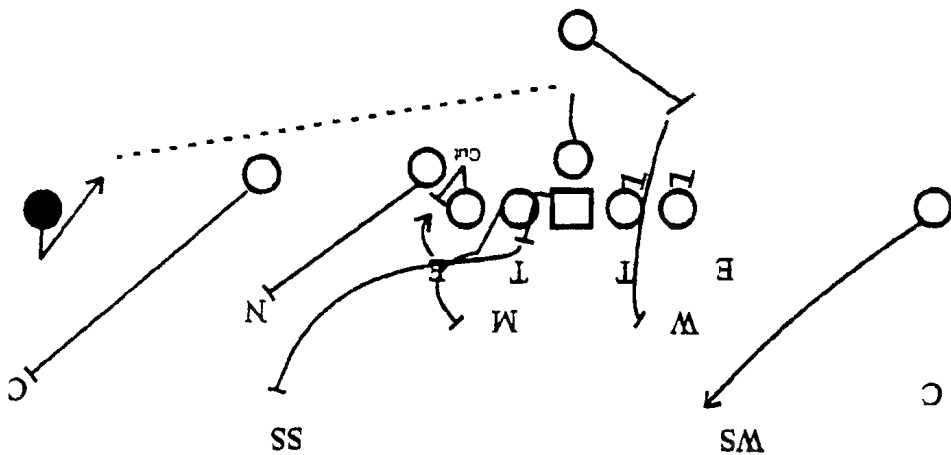
NOTES

TRIPS RIGHT	SOLID RT. Y SCREEN RT.
-------------	------------------------

1



<b>X</b>	<b>OUTSIDE 9 ROUTE</b>
<b>Y</b>	<b>SET BACK AND SLOW BLOCK #3. ALLOW UNCOVERED LINEMAN TO GO FIRST THEN FIND THROWING LANE. SCREEN OFF BLITZER.</b>
<b>Z</b>	<b>OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)</b>
<b>FB</b>	<b>FREE RELEASE - RUN 10 YD OPTION (GET OPEN). N/T BLOCK FIRST INSIDE LB (OUTLET)</b>
<b>HB</b>	<b>BLOCK WILL, N/T SEARCH WILL LB DOWNFIELD</b>
<b>QB</b>	<b>SAME TECHNIQUE AND TIMING AS HB SCREEN STRONG FB VS M/M (OUTLET)</b>



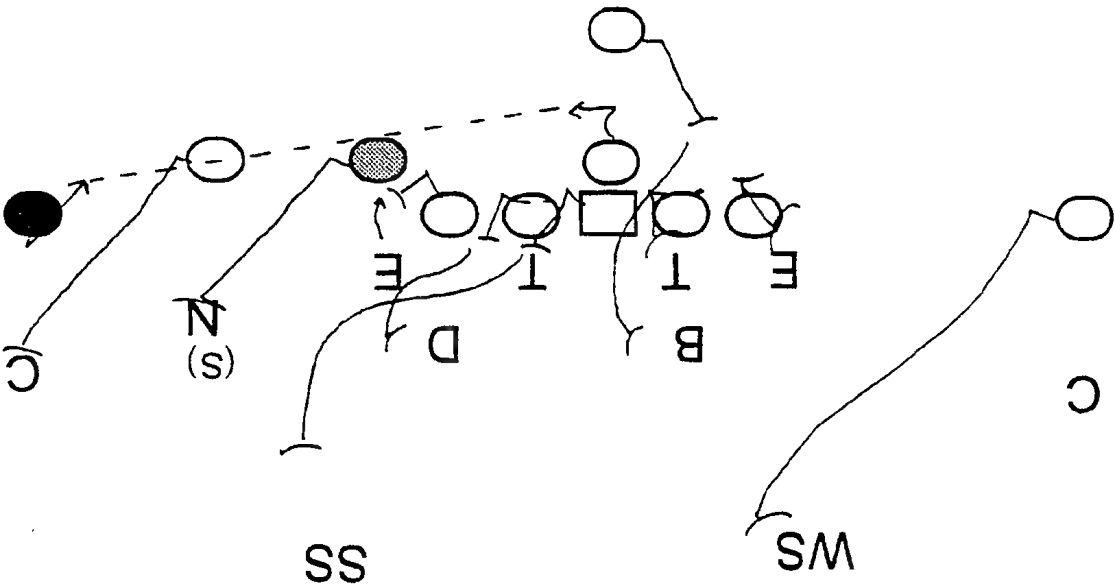
**Quick Screen Rt to Z (Dolphin)**

### Play Description

Way to get the ball on the perimeter quickly and allow a receiver a chance to find the seams in the secondary.

QB	Take three step drop and throw to Z. Don't make him jump for the ball.
FB/TE	Outside release and block defender over Y. (Kick out)
HB	Block Will.
OFF-T	Block big on big (DE).
OFF-G	Block big on big (DT).
C	Slam outside gap, release flat and up the field and block Strong Safety. (Fill the lane)
ON-G	Slip the Defensive Tackle block Mike LB'er.
ON-T	Block big on big (DE). Drop step and "cut" outside leg of Defensive End.
Y	Block corner (Kick out).
Z	Come off the ball two steps to soften corner. Come back three steps towards the QB.
X	Block Free Safety.

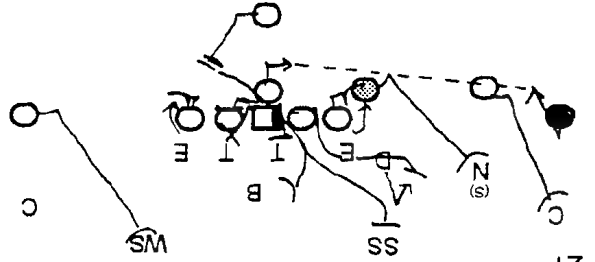
41



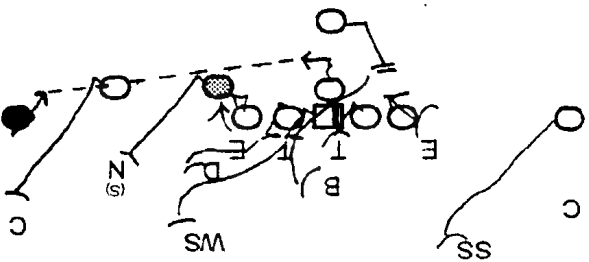
Flipper Right

Quick Screen Rt

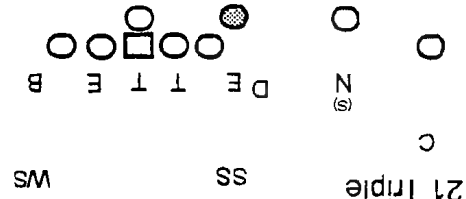
21



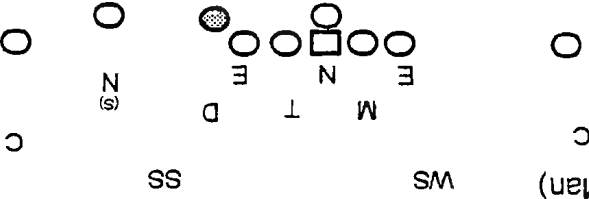
51



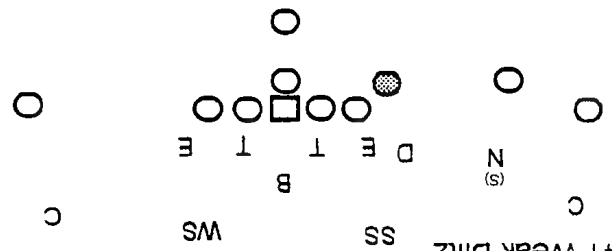
21 Triple



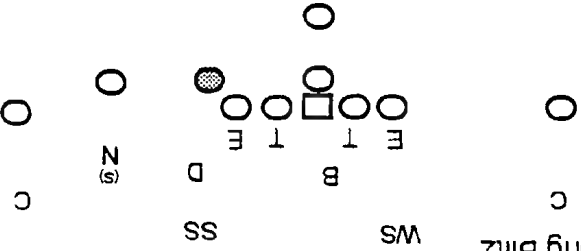
32 (3 Man)



41 Weak Blitz



41 Strong Blitz



## 42

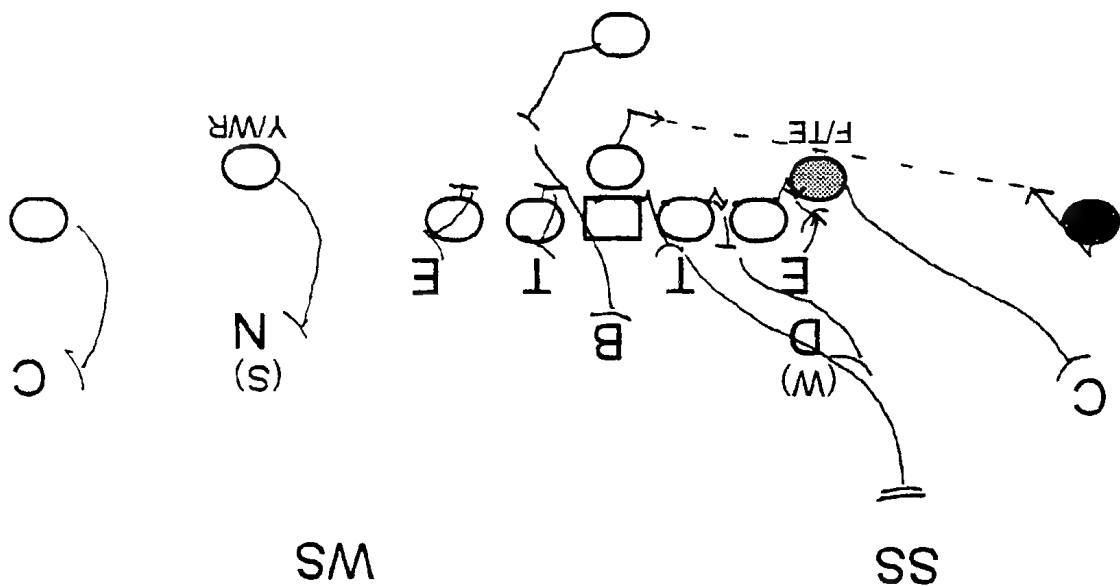


### Play Description

Way to get the ball on the perimeter quickly and allow a receiver a chance to find the seams in the secondary.

01

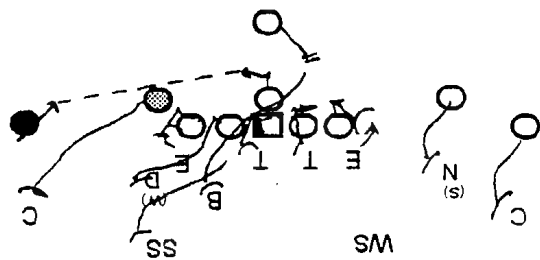
41



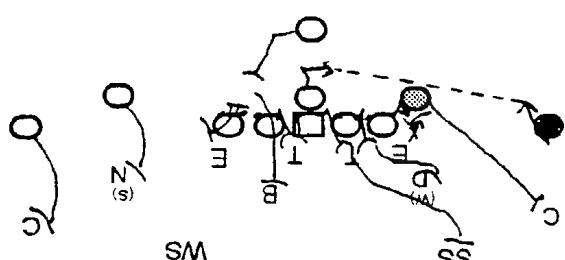
Dolphin Right

Quick Screen Left

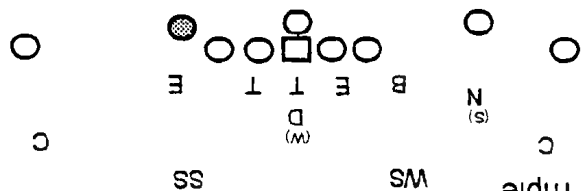
51



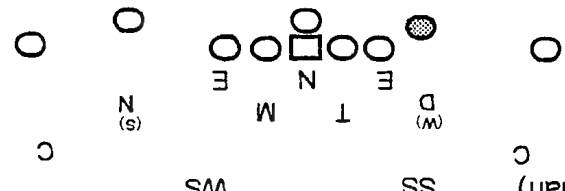
21



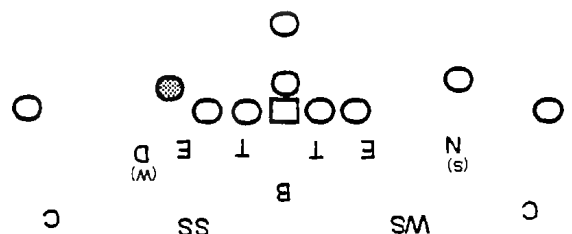
21 Triple



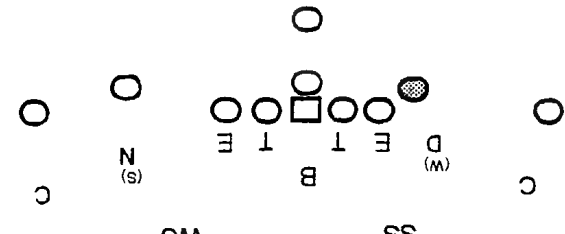
32 (3 Man)



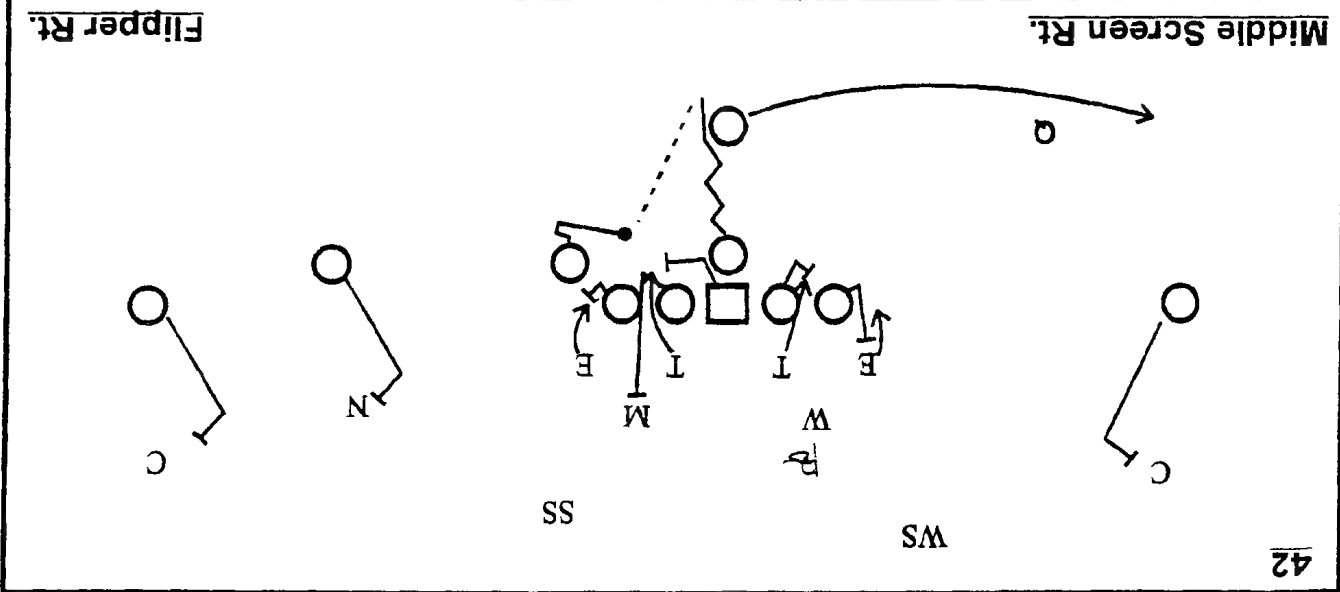
41 Weak Blitz



41 Strong Blitz



# Middle Screen R/Lt



**Play Description**  
 Designed to take advantage of hard rushing defensive linemen by throwing screen behind them. Can run weak or strong but only vs 6 man fronts. **OFFENSIVE LINE - 4 down line** plus Mike.

QB	Quick 5 step drop (unless in Gun) find throwing lane to FB/TE. Give ground if needed. Throw quick to HB vs Will blitz.
HB	Free release and run wide route to control Will.
FB/TE	Quick set to show pass then slip into LOS. Giving the QB a throwing lane. Alert Twist!
OFF-T	Man block #2. Draw technique. 2 Counts - explode. Butt in hole!
OFF-G	NOTE: Middle screen right - BIG on BIG! Man block #1. Draw technique. 2 Counts - explode!
C	Man block "O". Draw technique. 2 Counts - explode!
ON-G	Man block #1. Draw technique. 2 Counts - explode!
ON-T	Man block #2. Draw technique. 2 Counts - explode!
Y	Release to show pass then block man over you.
Z	Release to show pass then block man over you.
X	Release to show pass then block man over you.



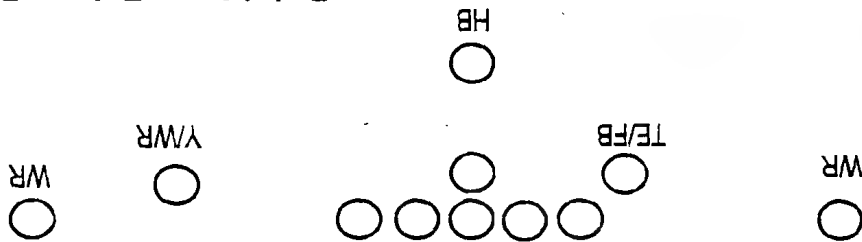
# Nickel Offense

ITEM	PAGE
------	------

Nickel Package	1
Nickel Protection Rules	2
Nickel Front Identification	3
Nickel Base Protection	4-6
Belly Strong	7
Stretch Weak	8
Paint	9
Belly Open	10
Power Quick	11
Pitch CB	12
Lead Draw	13
Counter Loose	14
Nickel Quick Routes (Dolphin)	15-16
Nickel Base Routes (Dolphin)	17-18
Nickel Deep Base Routes (Dolphin)	19-21
Nickel Read Routes (Dolphin)	22-25
Nickel Quick Routes (Flipper)	26-27
Nickel Base Routes (Flipper)	28-30
Nickel Scat Routes (Flipper)	31-34

# Nickel Package

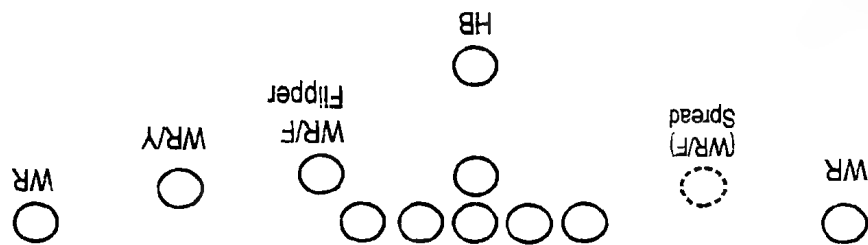
Dolphin Right



Dolphin or Falcon Personnel

Run Game	Primary	Base Protection	Read Protection	Quick Protection
Belly (strong)	383	999 Seam Dart	Base Clock	
Stretch (Weak)	444 Backs Flat	464 Cross Wide	Flood 212 Flat(Shoot/Pump)	
Paint (strong)	648 Hook Wide (Deep)	All Stem Check	Read 111 Hitch/222 Cross Ck	
Lag Draw (weak)	866 Ricky (Deep)			
Complimentary	879 Ricky (Deep)	Play Action	Screens	
Power Quick	989	Fake Rt/Lt Hide Lt/Rt	HB Screen	
Pitch Lt/Rt Ck/bk		Out of Pocket	FB Screen	
		Dash 275	Qk Screen to X/Y/Z	

Flipper Right (Spread)



Falcon Personnel

Run Game	Primary	Base Protection	Scat Protection	Quick Protection
Belly Rt-Lt (Spread)	383	080 Smash (Deep)	Hot 202 (pump)	
Paint	444 Backs Flat	339 Pivot	Read 111 Hitch Ck	
	648 Hook Wide (Deep)	525 Cross Wide	Read 222 Cross Ck	
	866 Ricky (Deep)	785 Option Flat (Deep)		
	879 Ricky (Deep)	894 Flat		
	585 (Deep)			
Complimentary		Read Protection	Screens	
		999 Seam Dart	HB Screen	
			FB Screen	
			Qk Screen to X/Y/Z	

## Nickel Protection Rules

**In Nickel situations all protection rules remain the same.**

The QB vs a 4 Man defensive front will designate the Mike by calling his jersey number and pointing to him.

Mike= Middle of the 3 LB's

1<sup>st</sup> defender strongside of Mike is the Sam.  
1<sup>st</sup> defender weakside of Mike is the Will.

Vs a 3 man front. Treat as a 34 defense.  
No Mike Call. QB Make Ted call.

Vs any Triple look ; Center and QB check  
"Triple-Triple: Check 30".  
No Mike call.

# Nickel Front Identification

<p>42</p> <p>Need Mike Call</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N</p> <p>(s)</p>	<p>22 Spinner</p> <p>Need Mike Call</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N</p> <p>(s)</p>	<p>32</p> <p>3 Man</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N</p> <p>(s)</p>	<p>22 Triple</p> <p>Check "30"</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N</p>
--	--	---	--

# NICKEL BASE PROTECTION

(Sally or Rose)  
7 Man Protection - 5 Step Drop Unless  
QB Calls Deep (7 Step)

"Sally" or "Rose", comes off Base Protection.  
 Sally = Left, Rose = Right. This directs the center to the direction of  
 the blitz. This is to handle either a 4 weak or 4 strong blitz.

QB will call the Protection in this manner:  
 Example: Dolphin Right "Rose" 989 Backs Hook.

## "ROSE"

OFFENSIVE LINE: Same as Base (4 Down + Mike)

WK BACK (FB/TE): Block First weakside blitz: Dime or Will

STR BACK (HB): Block Nic (Sam) to the Strong Safety.

Note: Strong Safety walked up inside check

SS to Sam.

QB: 7 man front, make Base call and point out the

"Mike." Note: Center repeat the call for

Offensive Line.

## "SALLY"

QB: Any 4 weak blitz look AWAY from protection

called in the huddle (Rose). QB can change

protection by calling Sally. This directs the

Center to the Left.

WK BACK (FB/TE): Block the outside blitz of the two.

STR BACK (HB): TRIPLE READ- Block the first inside blitz

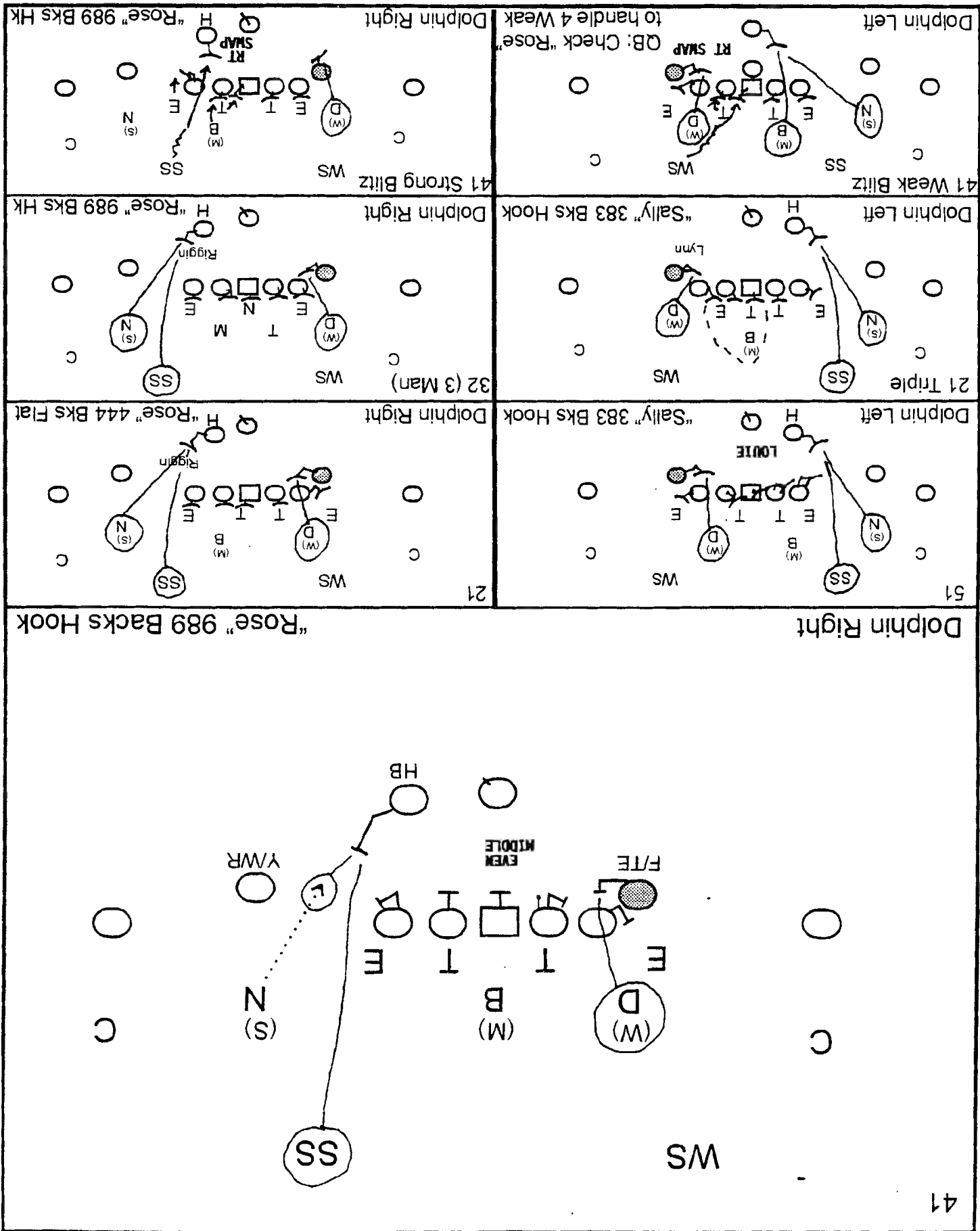
(Buck), Strong Safety to the Nic.

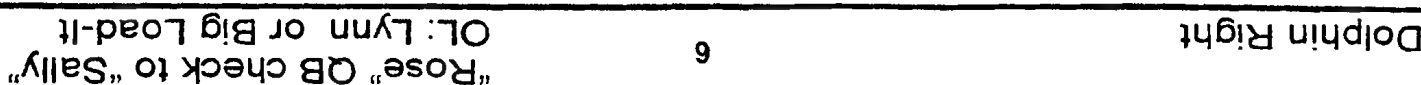
Y/SLOT: Slight adjustment on 2 out of 3 strong blitzers.

Note: This protection can also be called in the huddle to the Left.

Example: Dolphin Left "Sally" 989 Backs Hook.

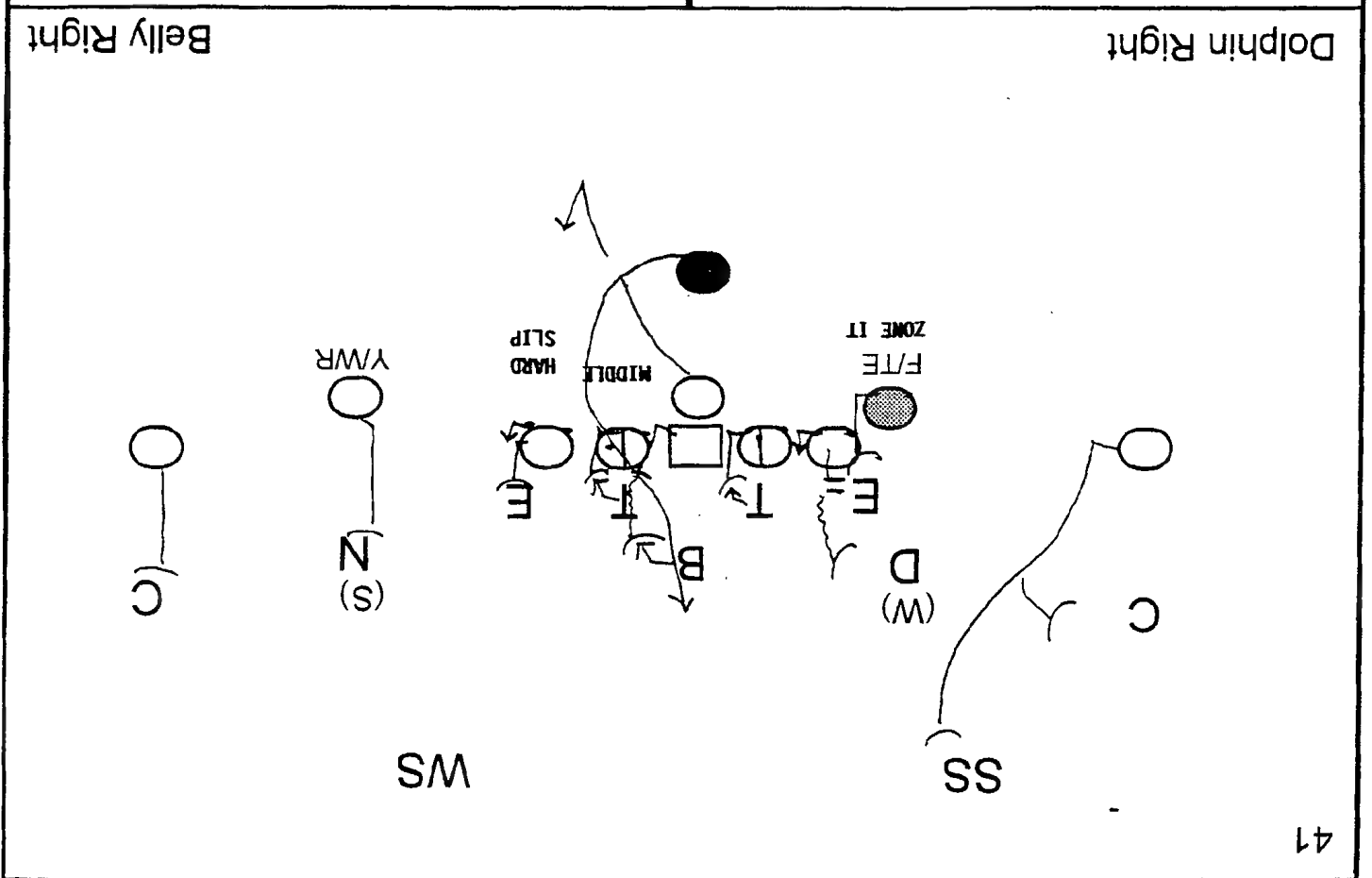
# Nickel Base Protection: ("Sally" or "Rose")



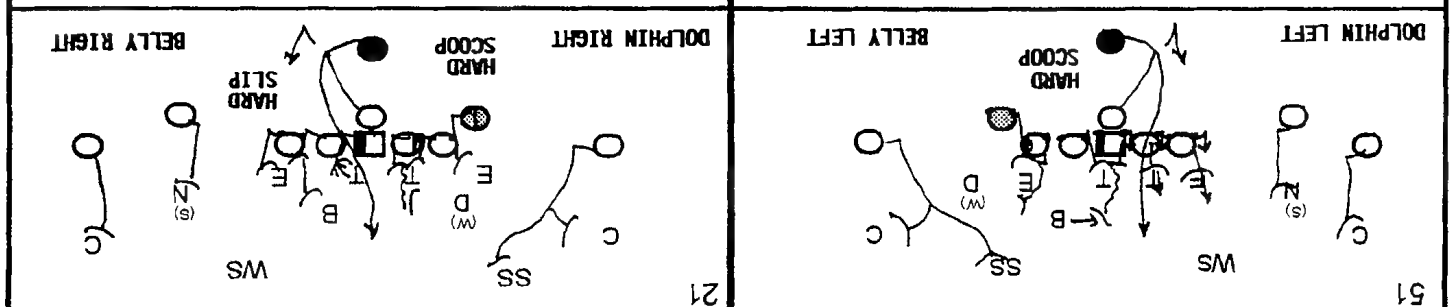


# Nickel Runs

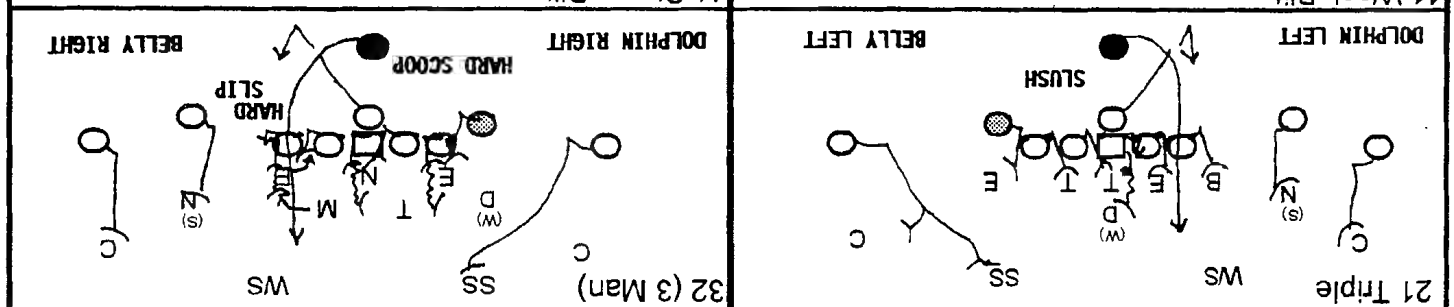
41



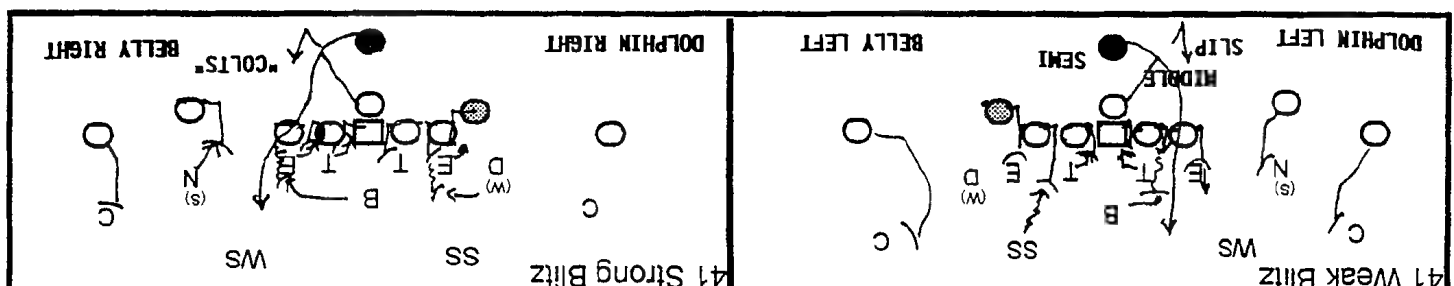
Dolphin Right



Dolphin Left



Dolphin Left



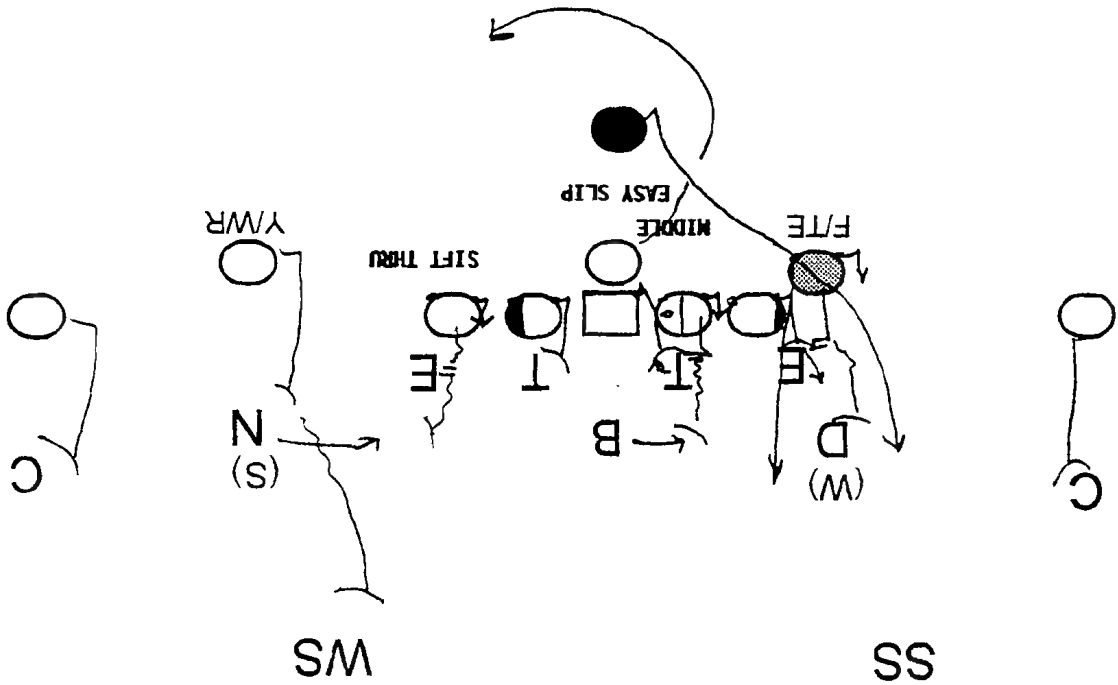
Dolphin Right



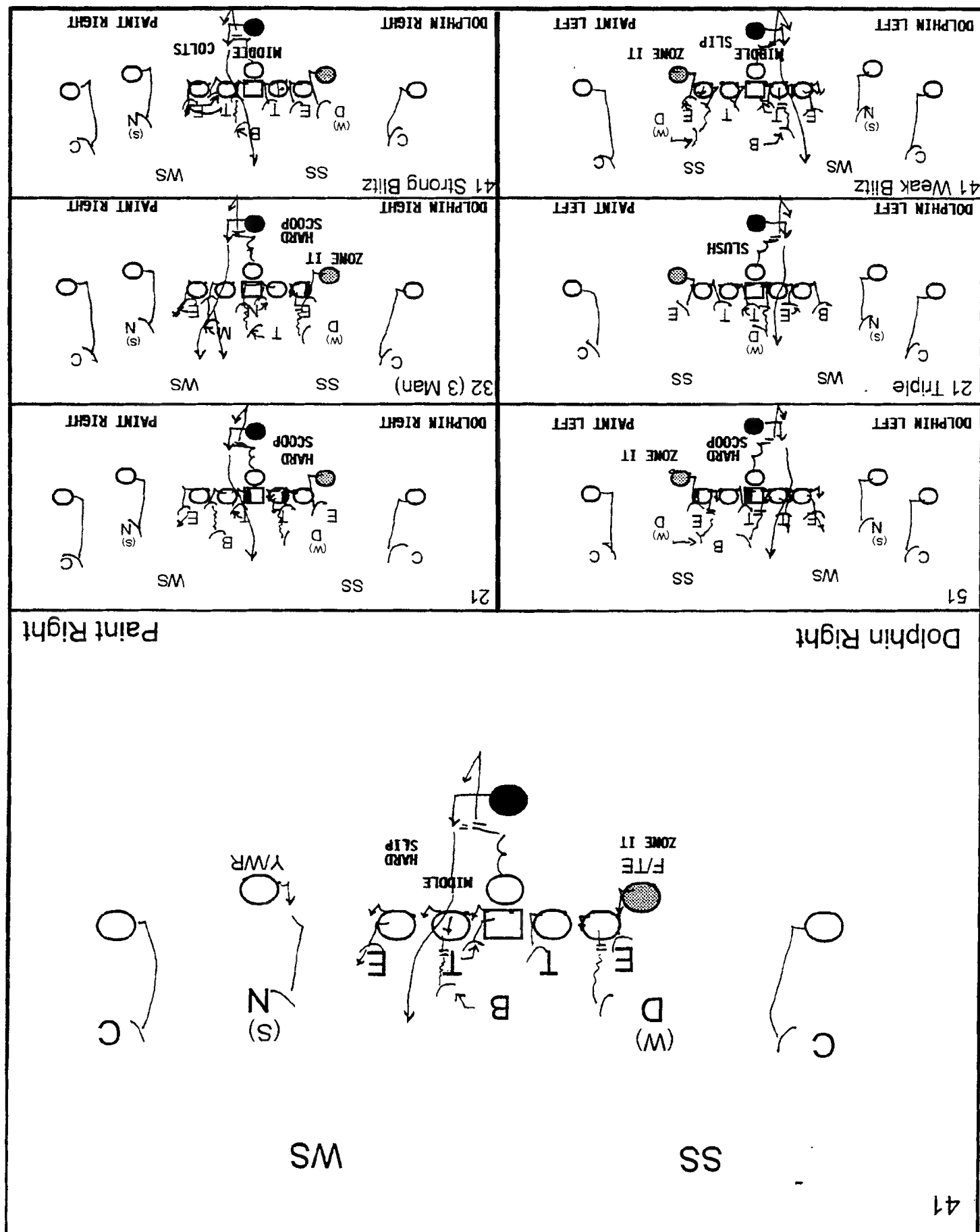
# Nickel Runs

41

Dolphin Right Stretch Left

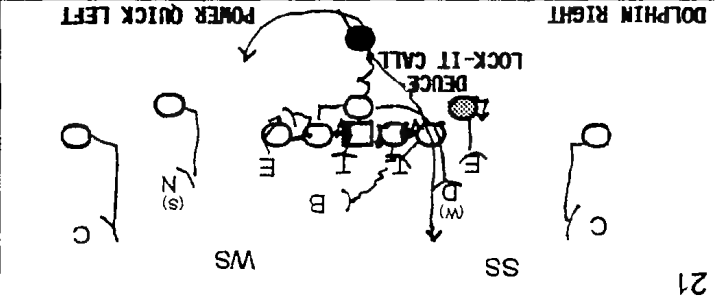


<p>51</p> <p>DOLPHIN LEFT</p> <p>WS</p> <p>SS</p> <p>STRETCH RIGHT</p> <p>EASY SLIP</p> <p>SLUSH</p> <p>DOLPHIN RIGHT</p> <p>SS</p> <p>STRETCH LEFT</p> <p>WS</p> <p>SS</p> <p>21 Triple</p>	<p>41 Weak Blitz</p> <p>DOLPHIN LEFT</p> <p>WS</p> <p>SS</p> <p>STRETCH RIGHT</p> <p>EASY SLIP</p> <p>COLTS</p> <p>DOLPHIN RIGHT</p> <p>SS</p> <p>STRETCH LEFT</p> <p>WS</p> <p>SS</p> <p>41 Strong Blitz</p>
<p>21</p> <p>DOLPHIN LEFT</p> <p>WS</p> <p>SS</p> <p>STRETCH RIGHT</p> <p>EASY SLIP</p> <p>COLTS</p> <p>DOLPHIN RIGHT</p> <p>SS</p> <p>STRETCH LEFT</p> <p>WS</p> <p>SS</p> <p>32 (3 Man)</p>	<p>41</p> <p>DOLPHIN LEFT</p> <p>WS</p> <p>SS</p> <p>STRETCH RIGHT</p> <p>EASY SLIP</p> <p>COLTS</p> <p>DOLPHIN RIGHT</p> <p>SS</p> <p>STRETCH LEFT</p> <p>WS</p> <p>SS</p> <p>41 Strong Blitz</p>





Power Quick Left

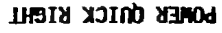


21

POWER QUICK LEFT

32 (3 Man)

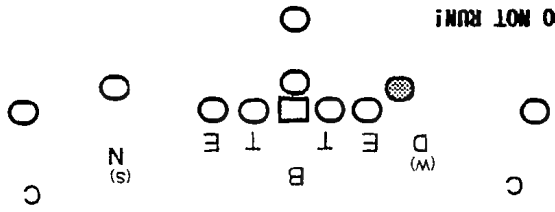
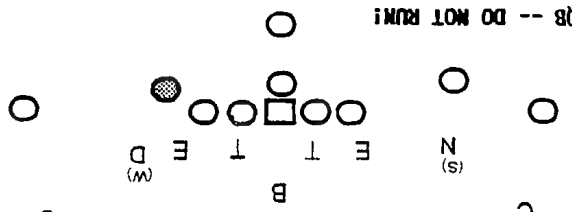
SM SS



41 Strong Blitz

SM SS

08 -- DO NOT RUN!

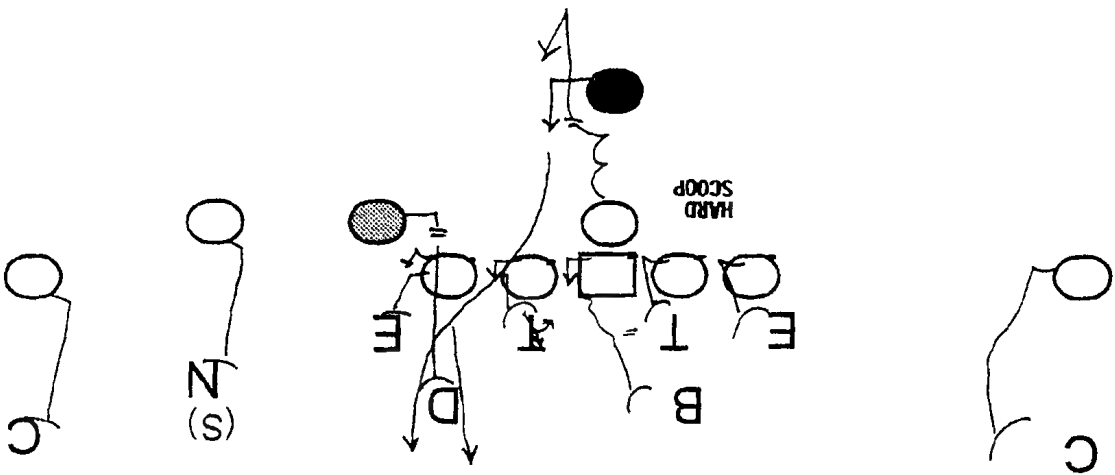




# Nickel Runs

41

WS SS



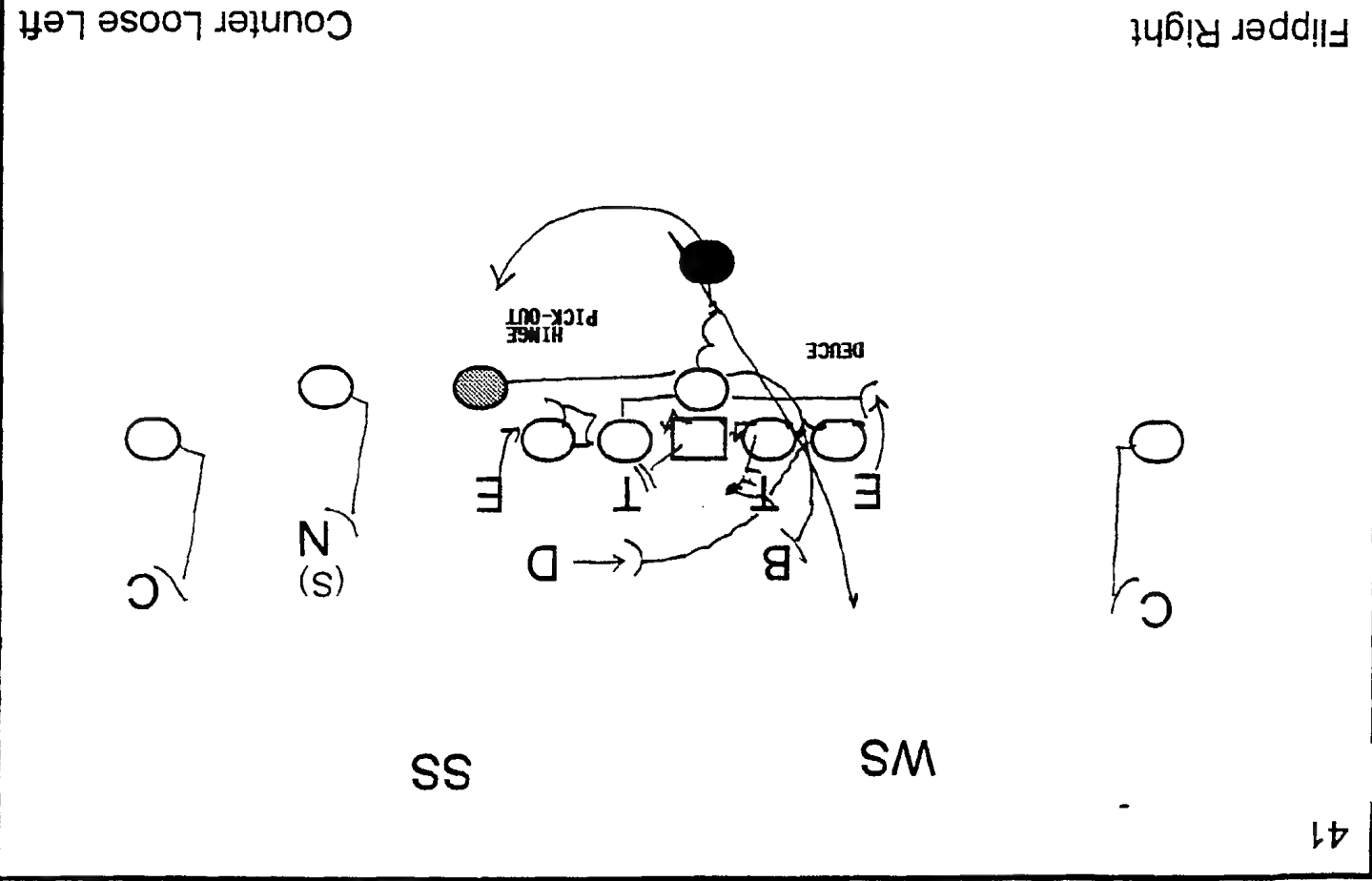
Flipper Right

Lead Draw Right

<p>41 Strong Blitz</p> <p>FLIPPER RIGHT</p> <p>WS SS</p> <p>LEAD DRAW RIGHT</p> <p>SCOP</p>	<p>41 Weak Blitz</p> <p>FLIPPER LEFT</p> <p>WS SS</p> <p>LEAD DRAW LEFT</p> <p>SCOP</p>
<p>21 Triple</p> <p>FLIPPER LEFT</p> <p>WS SS</p> <p>LEAD DRAW LEFT</p> <p>TRIPLE</p>	<p>32 (3 Man)</p> <p>FLIPPER RIGHT</p> <p>WS SS</p> <p>LEAD DRAW RIGHT</p> <p>SCOP</p>
<p>21</p> <p>FLIPPER LEFT</p> <p>WS SS</p> <p>LEAD DRAW LEFT</p> <p>ACE</p>	<p>51</p> <p>FLIPPER RIGHT</p> <p>WS SS</p> <p>LEAD DRAW RIGHT</p> <p>SCOP</p>

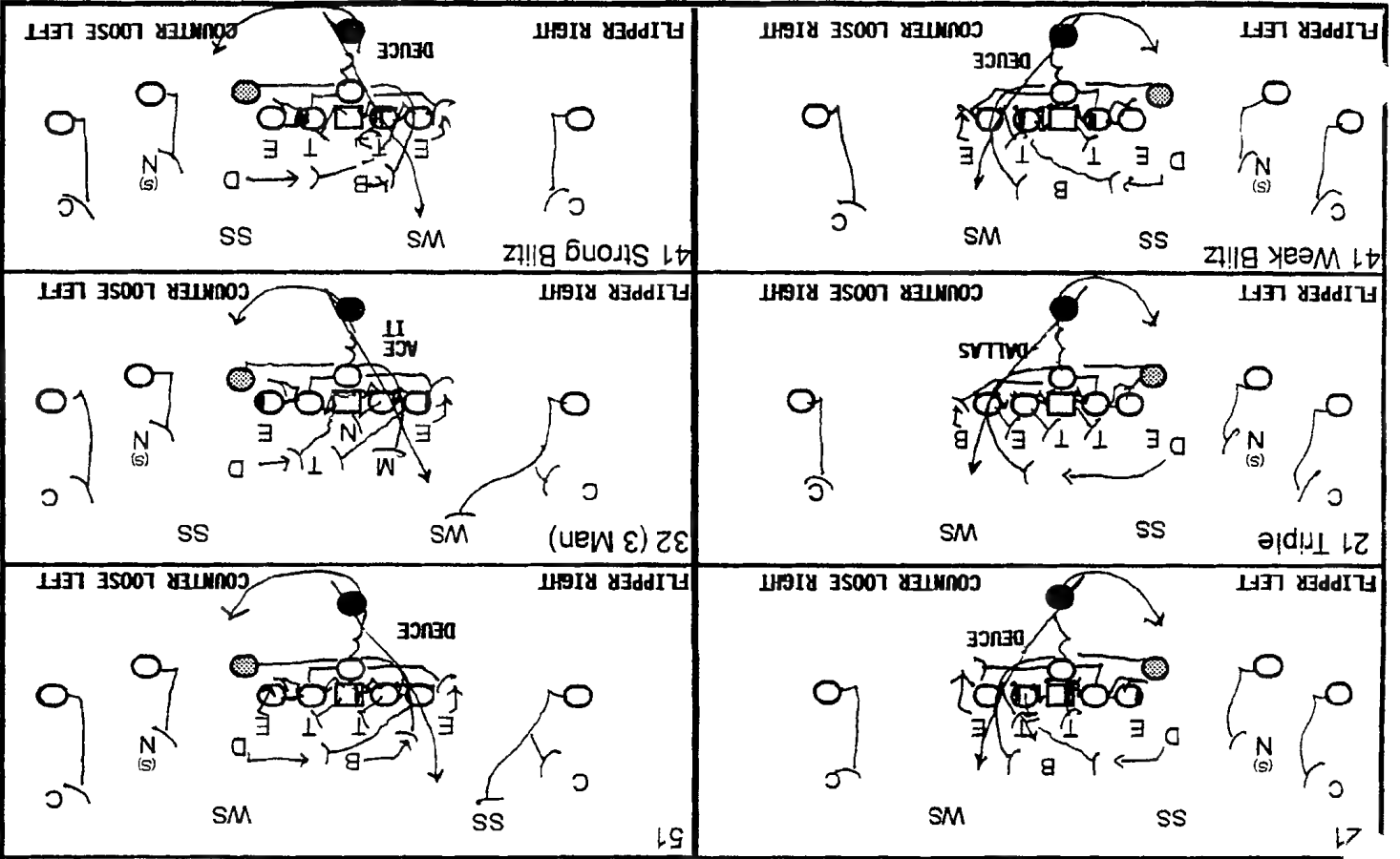
# Nickel Runs

41



Flipper Right

Counter Loose Left



41

FLIPPER LEFT

21 Triple

SS

WS

COUNTER LOOSE RIGHT

FLIPPER RIGHT

41 Weak Blitz

SS

WS

COUNTER LOOSE LEFT

FLIPPER LEFT

41 Strong Blitz

SS

WS

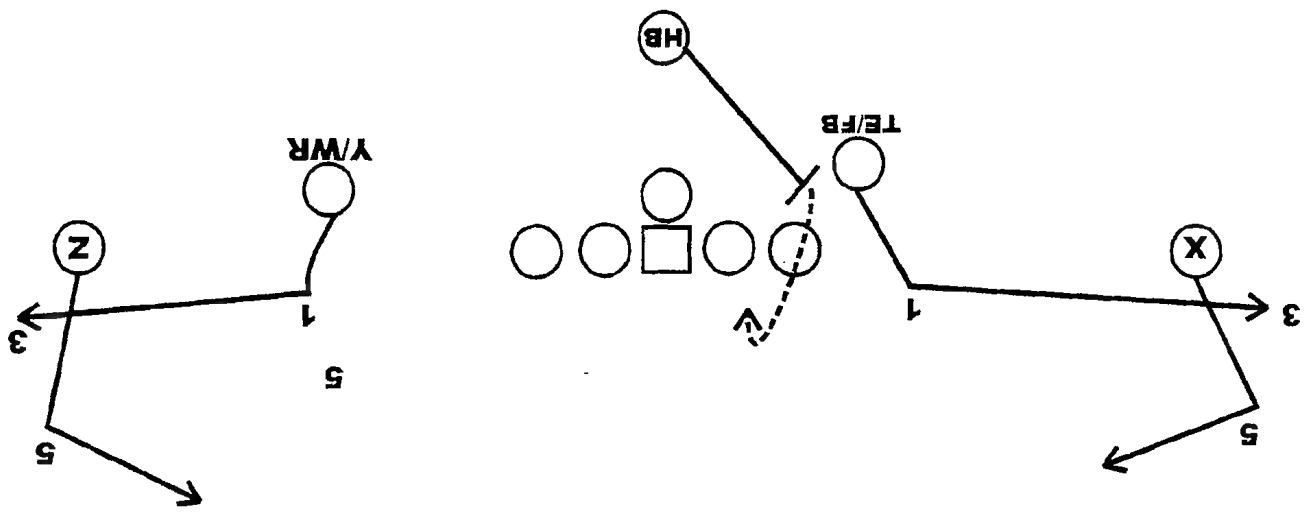
COUNTER LOOSE RIGHT

FLIPPER RIGHT

41

# MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
QUICK FLOOD RT. 212 FLAT/CHECK (ALERT PUMP)



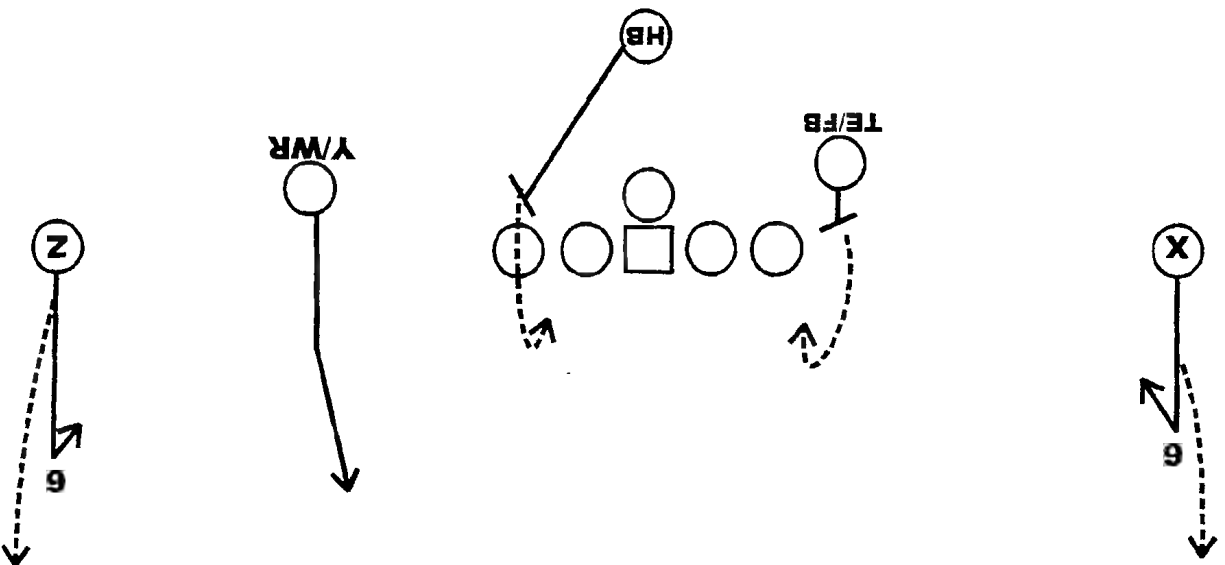
X	OUTSIDE 2 ROUTE
Y/WR	INSIDE 1 ROUTE
Z	OUTSIDE 2 ROUTE
TE/FB	FREE RELEASE - FLAT
HB	EMOL N/T CHECK DOWN
QB	3 STEP DROP: THINK STRONG Y/Z STRONGSIDE ROTATION THINK WEAK FB/X

NOTES



# MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
QUICK BASE RT. 191 BLOCK

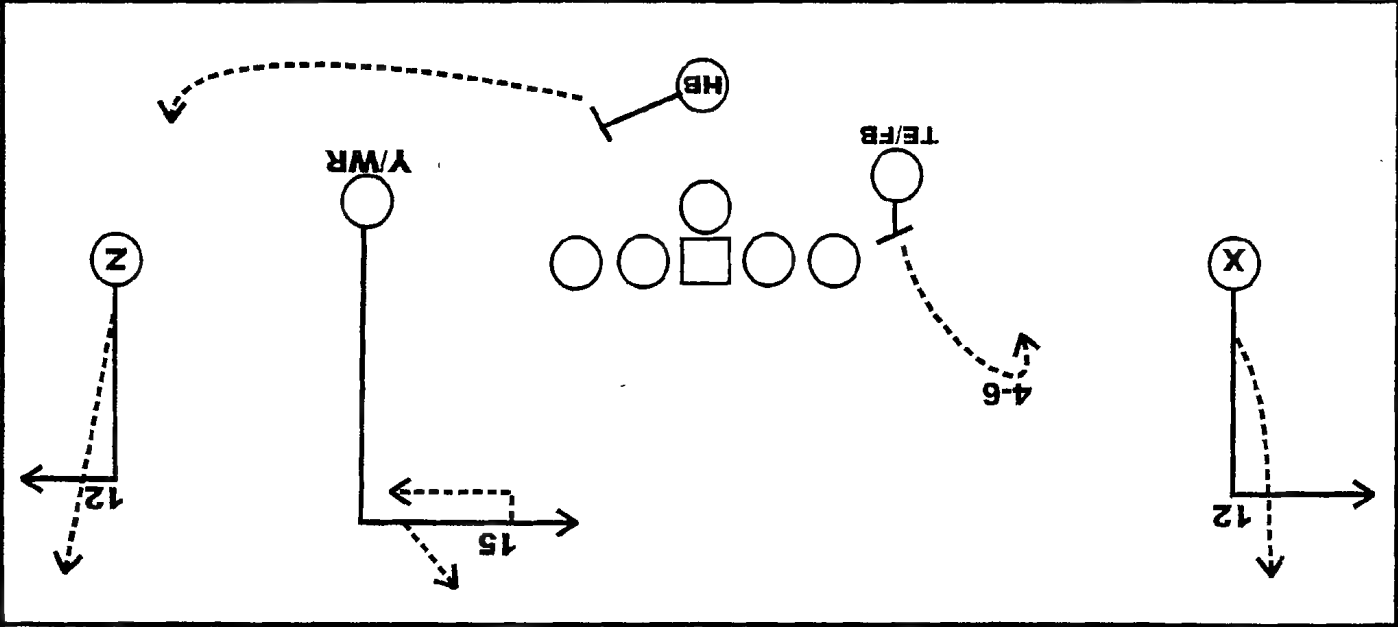


<b>X</b>	OUTSIDE 1 ROUTE (TAKEOFF VS M/M or ROTATION)
<b>Y/WR</b>	INSIDE 9 ROUTE (SEAM)
<b>Z</b>	OUTSIDE 1 ROUTE (TAKEOFF VS M/M or ROTATION)
<b>TE/FB</b>	EMOL N/T CHECK DOWN
<b>HB</b>	EMOL N/T CHECK DOWN
<b>QB</b>	3 STEP DROP: X/Z WITH CORNER OFF, ALERT Y ON SEAM ALERT TO TAKEOFFS VS PRESS or ROTATION

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
BASE RT. 383 HOOK/WIDE

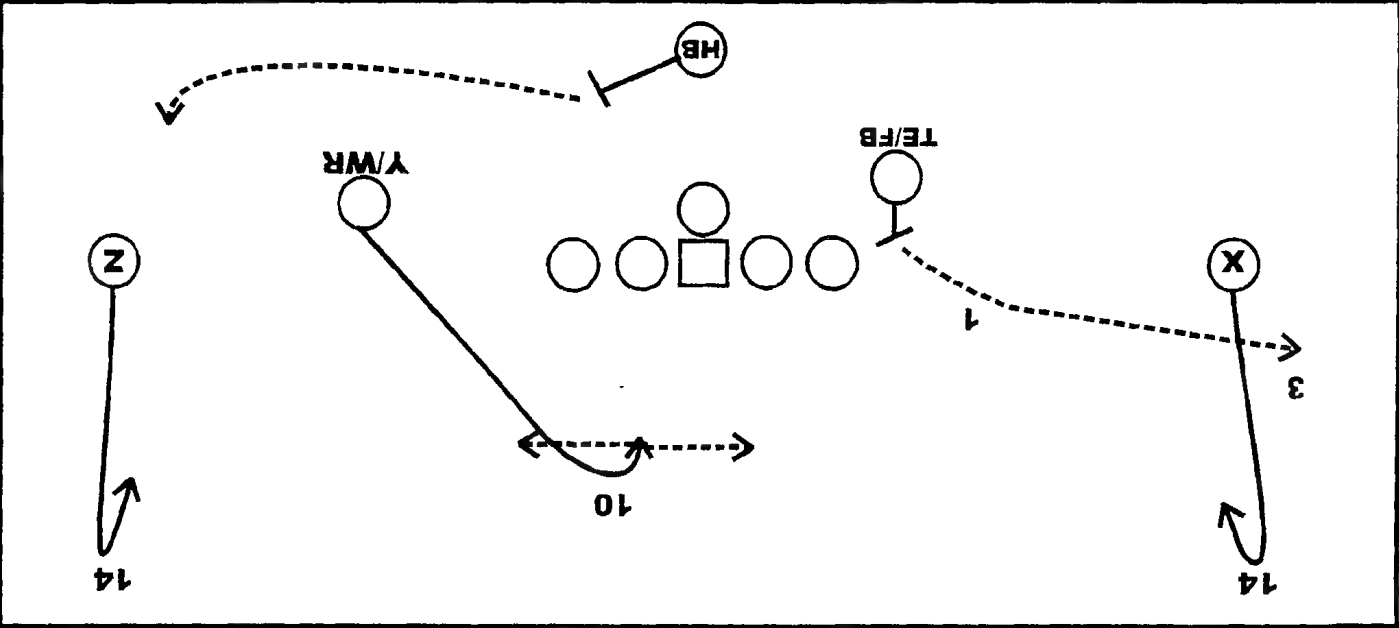


<b>X</b>	OUTSIDE 3 ROUTE (M/M RUN ROUTE - COV 2/8 = TAKEOFF)
<b>Y/WR</b>	INSIDE 8 ROUTE (Vs COV 8 RUN 10 YD OPTION - GET OPEN)
<b>Z</b>	OUTSIDE 3 ROUTE (M/M RUN ROUTE - COV 2/8 = TAKEOFF)
<b>TE/FB</b>	CHECK WILL N/T HOOK
<b>HB</b>	CHECK SAM N/T WIDE
<b>QB</b>	5 STEP DROP: M/M X or Z, N/T BACKS. COV 2 WORK STRETCH STRONGSIDE Y/Z/HB. COV 8 LOOK FOR Y ON OPTION.

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
BASE RT. 444 FLAT/WIDE



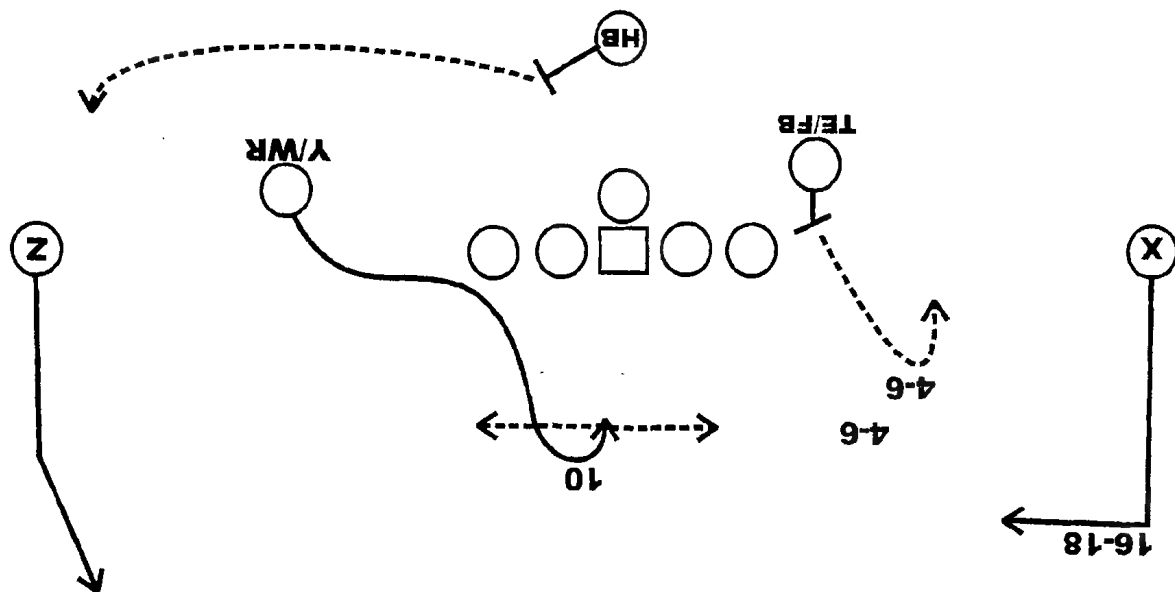
<b>QB</b>	5 STEP DROP: Y OPTION TO Z to HB STRONG ROTATION GO Y OPTION TO X to FB
<b>HB</b>	CHECK SAM N/T WIDE
<b>TE/FB</b>	CHECK WILL N/T FLAT
<b>Z</b>	OUTSIDE 4 ROUTE
<b>Y/WR</b>	INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)
<b>X</b>	OUTSIDE 4 ROUTE

NOTES

## MIAMI DOLPHINS - OFFENSE

**DOLPHIN RIGHT**

**DEEP BASE RT. 648 HOOK/WIDE**



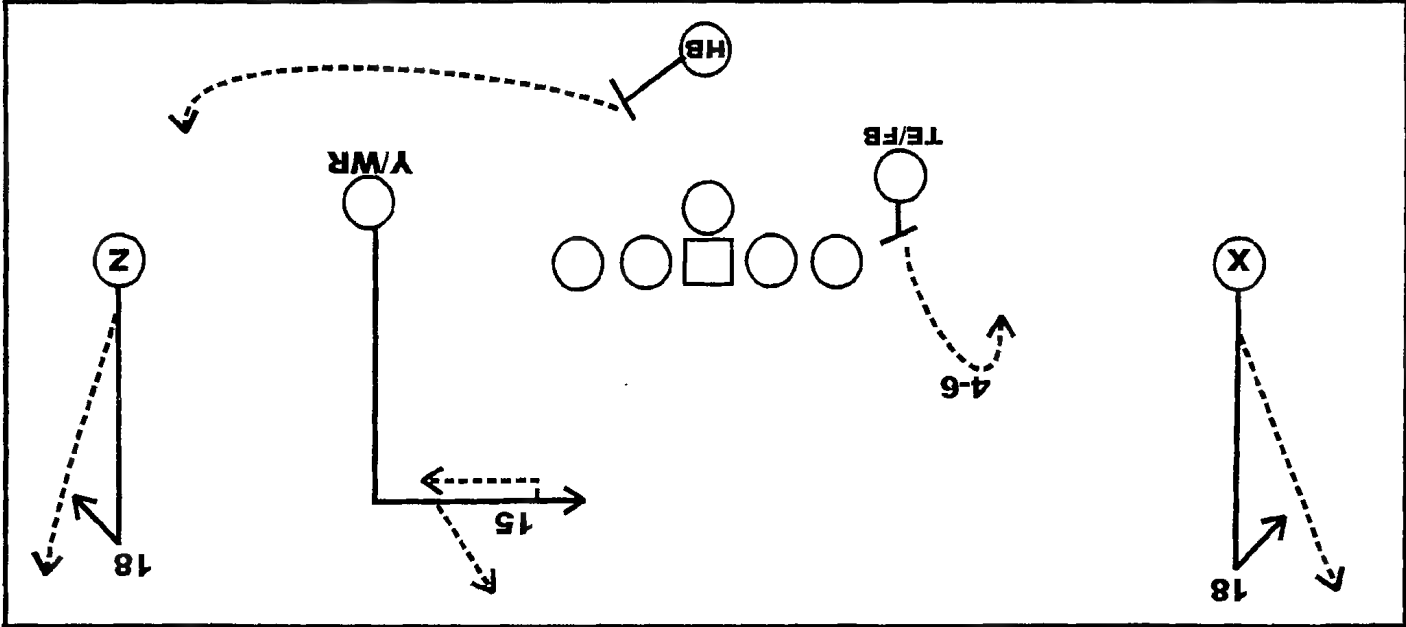
<b>X</b>	<b>OUTSIDE 6 ROUTE (Vs SWITCH COV RUN CURL)</b>
<b>Y/WR</b>	<b>INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)</b>
<b>Z</b>	<b>OUTSIDE 8 ROUTE</b>
<b>TE/FB</b>	<b>CHECK WILL N/T HOOK</b>
<b>HB</b>	<b>CHECK SAM N/T WIDE</b>
<b>QB</b>	<b>7 STEP DROP: Y OPTION TO X to FB DO SWITCH LOOK FOR Z ON POST</b>

NOTES

DOLPHIN RIGHT  
DEEP BASE RT. 585 HOOK/WIDE

DOLPHIN RIGHT  
DEEP BASE RT. 585 HOOK/WIDE

DOLPHIN RIGHT  
DEEP BASE RT. 585 HOOK/WIDE

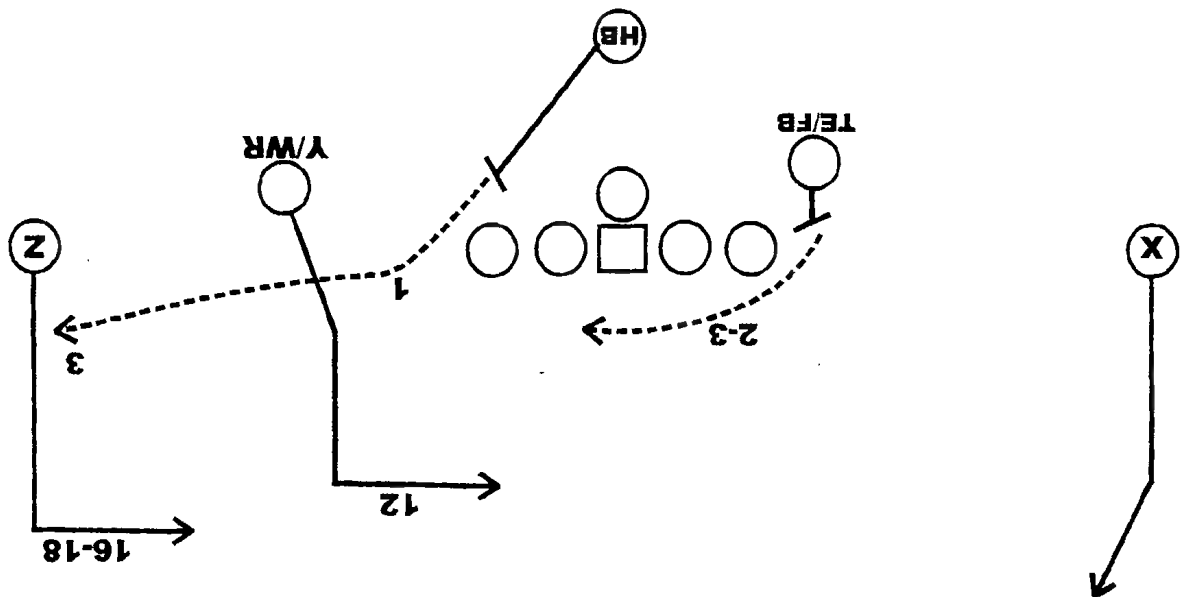


<b>X</b>	<b>OUTSIDE 5 ROUTE (COV 2/8 = TAKEOFF)</b>
<b>Y/WR</b>	<b>INSIDE 8 ROUTE (VS COV 8 RUN OPTION - GET OPEN)</b>
<b>Z</b>	<b>OUTSIDE 5 ROUTE (COV 2/8 = TAKEOFF)</b>
<b>TE/FB</b>	<b>CHECK WILL N/T HOOK</b>
<b>HB</b>	<b>CHECK SAM N/T WIDE</b>
<b>QB</b>	<b>7 STEP DROP: LOOK FOR X N/T BACK, VS COV 2 WORK STRETCH BETWEEN Y/Z/HB, COV 8 LOOK FOR Y ON OPTION</b>

NOTES

# MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
DEEP BASE RT. 866 RICKY



OUTSIDE 8 ROUTE

Y/WR

INSIDE 6 ROUTE (ATTRACT S/S VS SWITCH COV)

Z

OUTSIDE 6 ROUTE

TE/FB

CHECK WILL N/T CROSS

HB

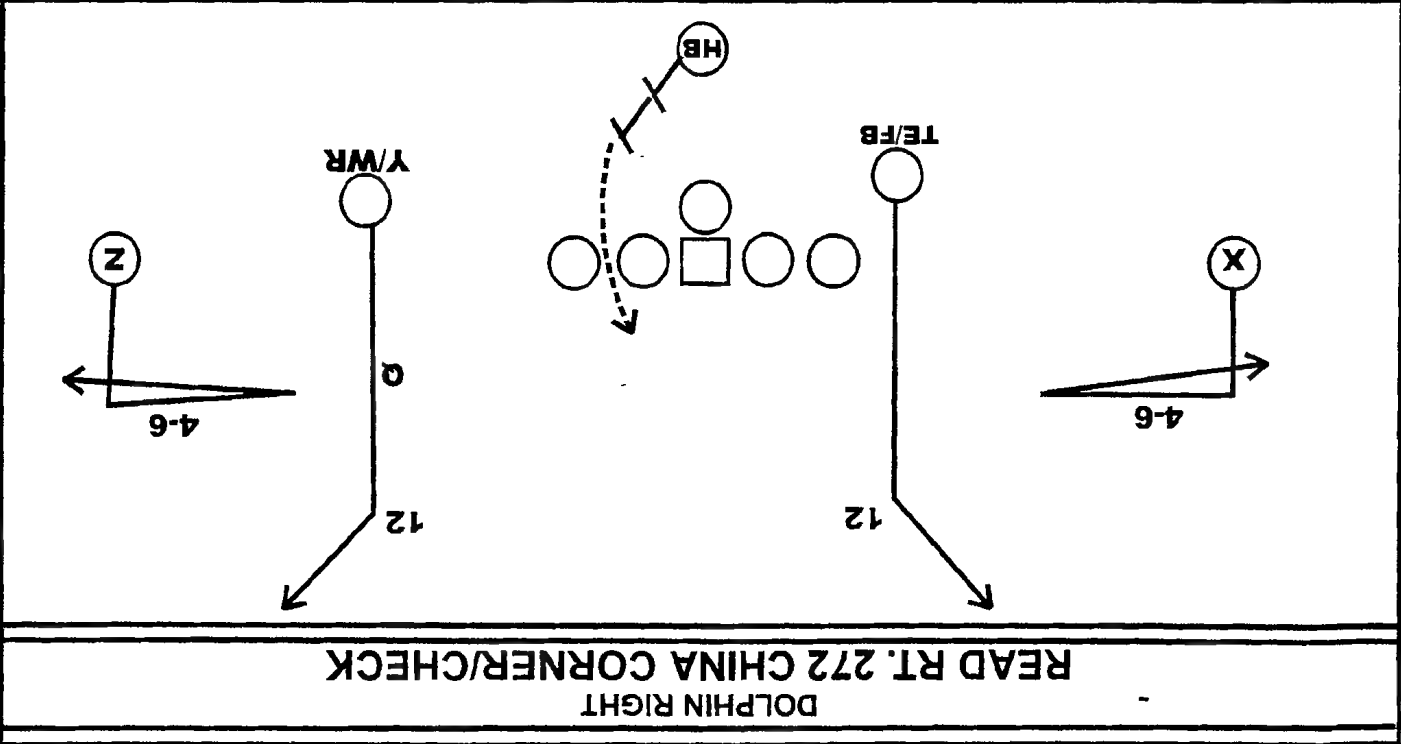
CHECK SAM N/T FLAT

QB

7 STEP DROP: Y to Z to HB to FB  
NOBODY IN MIDDLE LOOK TO X

NOTES

MIAMI DOLPHINS - OFFENSE



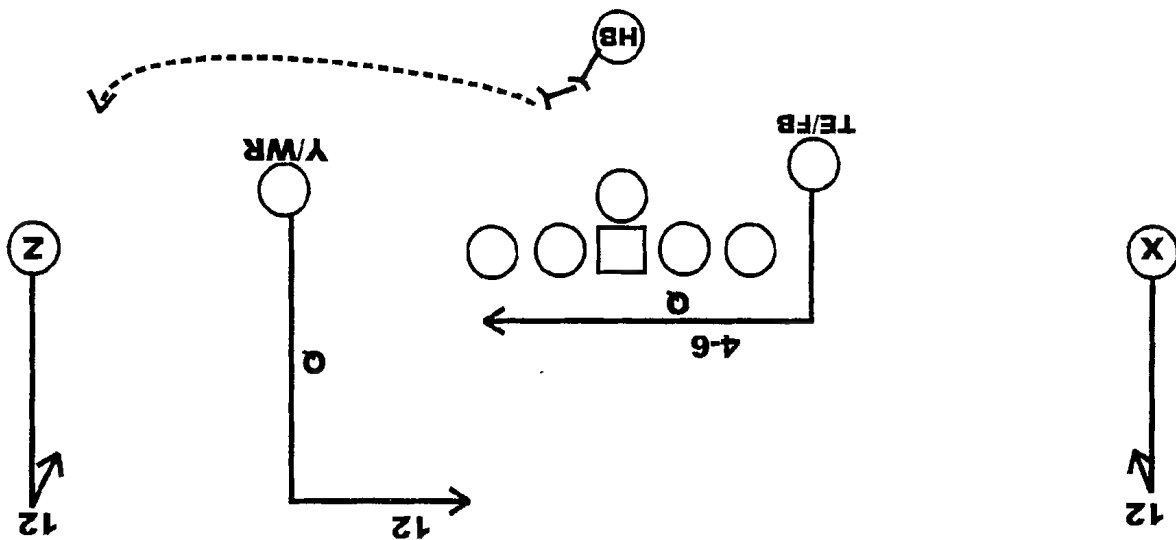
X	OUTSIDE 2 CHINA ROUTE
Y/WR	INSIDE 7 ROUTE (Q)
Z	OUTSIDE 2 CHINA ROUTE
TE/FB	FREE RELEASE - CORNER
HB	DUAL READ MIKE TO SAM N/T CHECK DOWN
QB	5 STEP DROP: STRONG ZONE GO FB/X. WEAK ZONE GO Y/Z M/M PICK A SIDE THINK DEEP TO SHORT

NOTES

# MIAMI DOLPHINS - OFFENSE

## DOLPHIN RIGHT

**READ RT. 464 CROSS/WIDE**



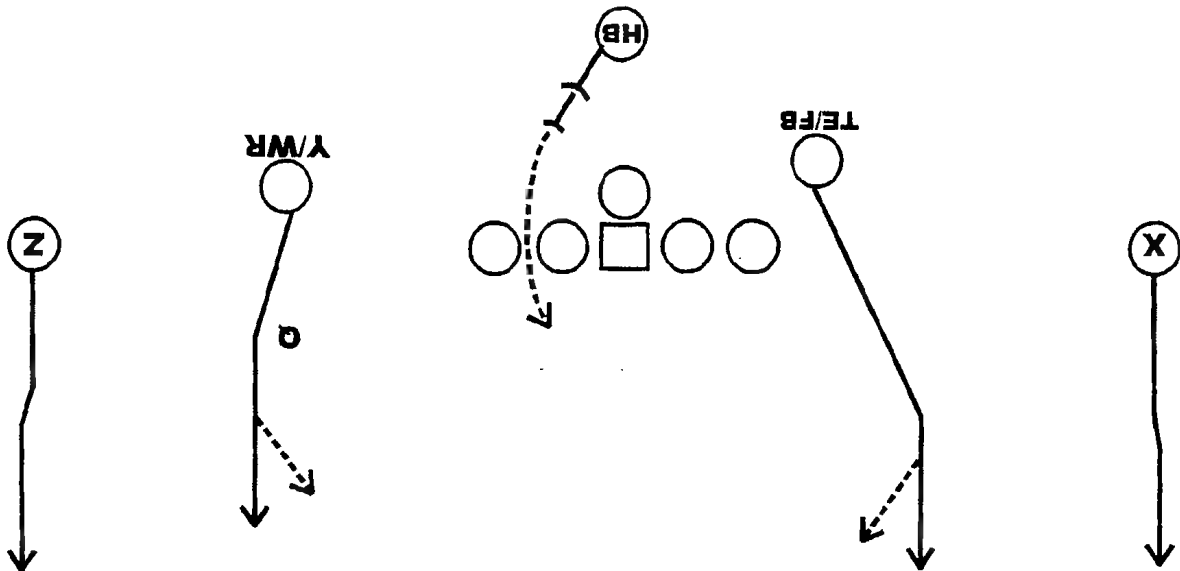
<b>X</b>	<b>OUTSIDE 4 ROUTE</b>
<b>Y/WR</b>	<b>INSIDE 6 ROUTE (a)</b>
<b>Z</b>	<b>OUTSIDE 4 ROUTE</b>
<b>TE/FB</b>	<b>FREE RELEASE - CROSS (a)</b>
<b>HB</b>	<b>DUAL READ MIKE TO SAM N/T WIDE</b>
<b>QB</b>	<b>5 STEP DROP: X or Z vs M/M, N/T FB/HB ZONE WORK STRETCH BETWEEN Y/FB N/T HB</b>

NOTES



# MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
READ RT. 999 SEAM/CHECK

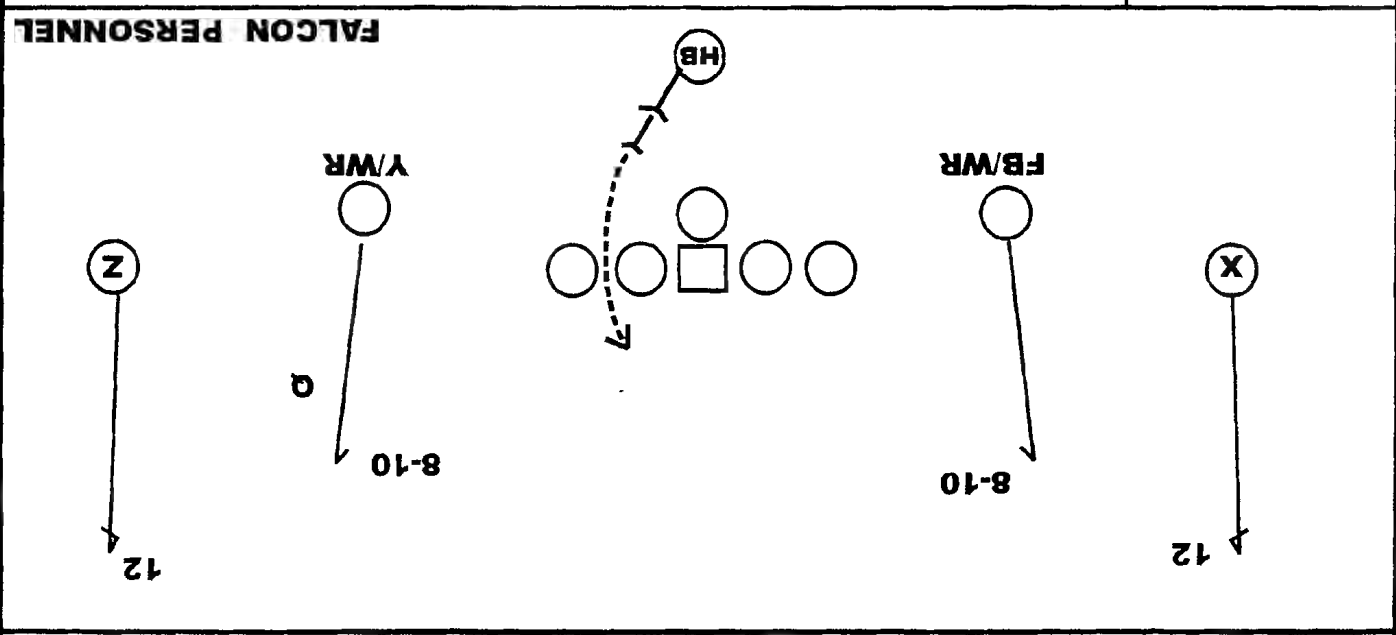


<b>X</b>	OUTSIDE 9 ROUTE
<b>Y/WR</b>	INSIDE 9 ROUTE (MIDDLE OPEN TAKE IT) (Q)
<b>Z</b>	OUTSIDE 9 ROUTE
<b>TE/FB</b>	FREE RELEASE - SEAM LANDMARK TOP OF NUMBERS MIDDLE OPEN TAKE IT
<b>HB</b>	DUAL READ MIKE TO SAM N/T CHECK DOWN
<b>QB</b>	5 STEP DROP: READ W/S PICK A SIDE VS COV 3 VS COV 2 PICK SIDE FOR STRETCH ON SAFETY, N/T HB

NOTES

# MIAMI DOLPHINS - OFFENSE

SPREAD RIGHT  
READ RT. ALL STEM /CHECK

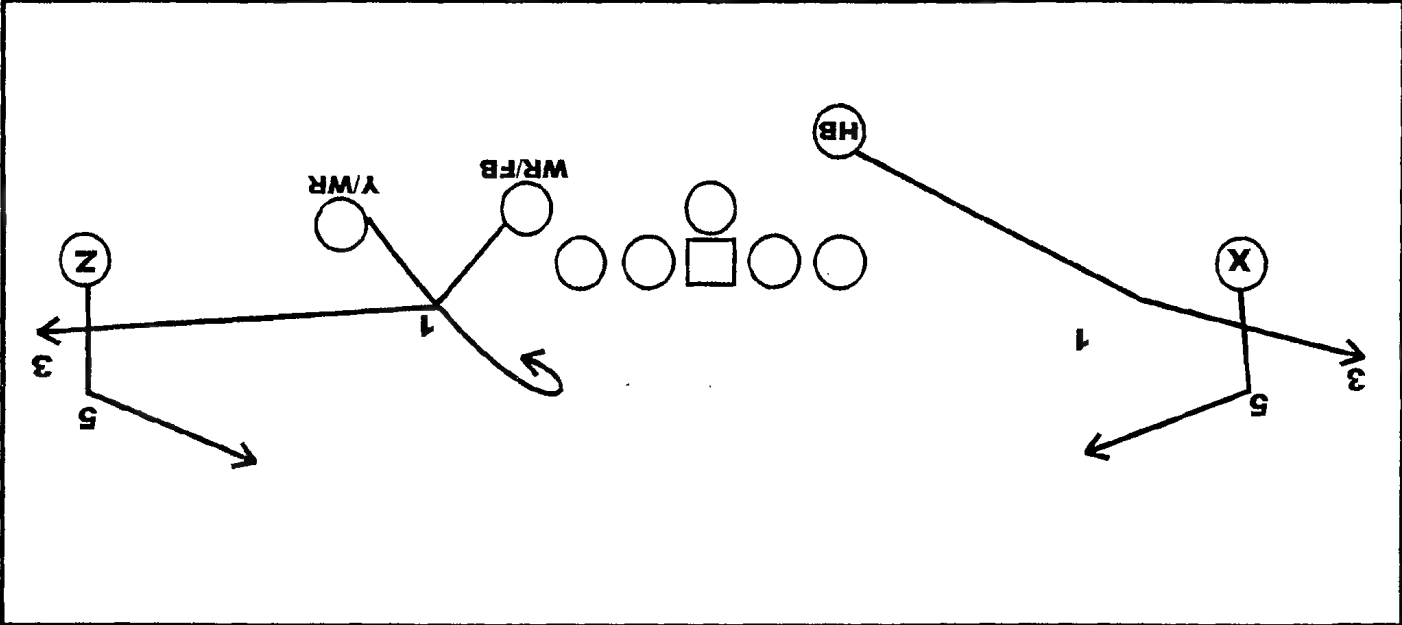


X	OUTSIDE PIVOT CURL (4 COUNT)
Y/WR	INSIDE PIVOT CURL (3 COUNT)
Z	OUTSIDE PIVOT CURL (4 COUNT)
FB/WR	INSIDE PIVOT CURL (3 COUNT)
HB	DUAL READ MIKE TO SAM N/T CHECK DOWN
QB	5 STEP DROP: TAKE SIDE WITH CORNER OFF N/T; PICK A SIDE AND WORK INSIDE OUT.

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER RIGHT  
QUICK HOT RT. 202 BACKS FLAT (PUMP)

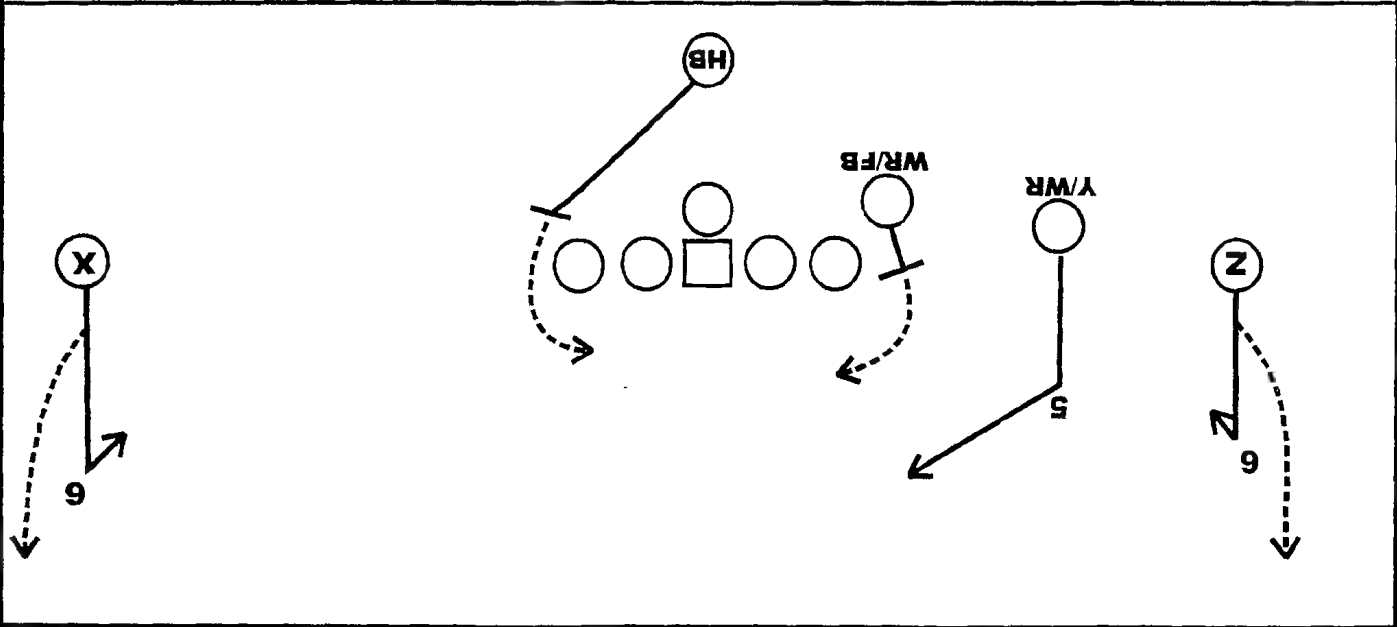


<b>X</b>	<b>OUTSIDE 2 ROUTE</b>
<b>Y/WR</b>	<b>INSIDE ZERO ROUTE</b>
<b>Z</b>	<b>OUTSIDE 2 ROUTE</b>
<b>WR/FB</b>	<b>FREE RELEASE - FLAT</b>
<b>HB</b>	<b>FREE RELEASE - FLAT</b>
<b>QB</b>	<b>3 STEP DROP; STRONGSIDE THROW FB/Z/Y STRONG ROTATION LOOK HB to X</b>

NOTES

# MIAMI DOLPHINS - OFFENSE

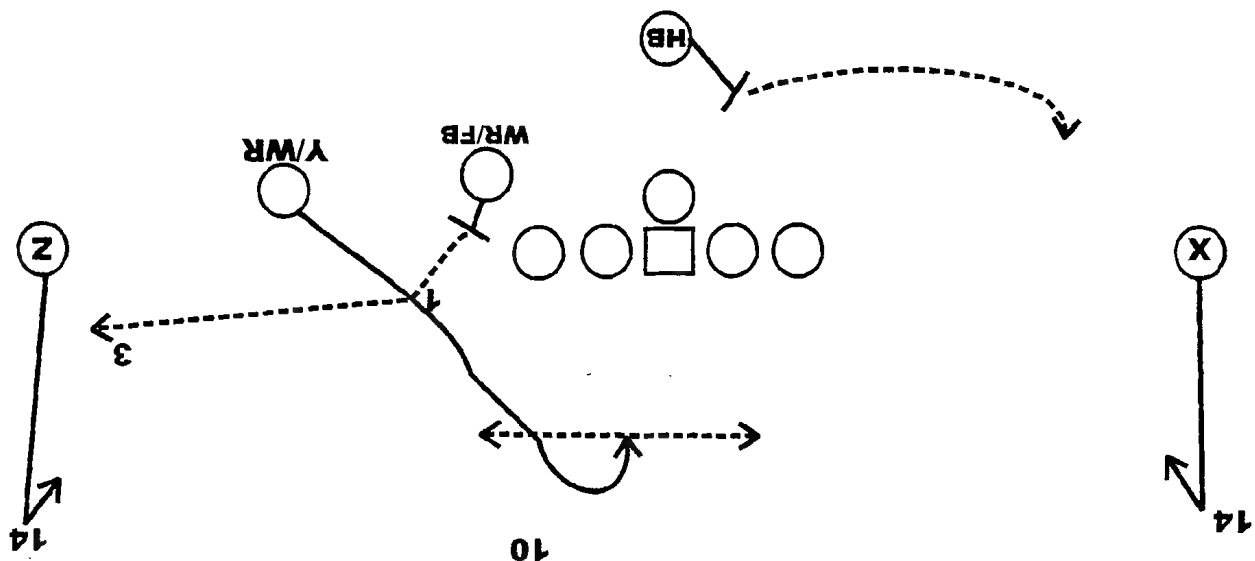
FLIPPER LEFT  
QUICK BASE LT. 121 BLOCK



<b>X</b>	OUTSIDE 1 ROUTE (PRESS or ROTATIONS = TAKE OFF)
<b>Y/WR</b>	INSIDE 2 ROUTE (SEAM)
<b>Z</b>	OUTSIDE 1 ROUTE (PRESS or ROTATION = TAKEOFF)
<b>WR/FB</b>	EMOL N/T CHECK DOWN
<b>HB</b>	EMOL N/T CHECK DOWN
<b>QB</b>	3 STEP DROP: X or Z WITH CORNER OFF, ALERT Y ON SEAM. ALERT X/Z TAKEOFF vs PRESS OR ROTATION.

NOTES

FLIPPER RIGHT  
BASE RT. 444 BACKS FLAT



<b>X</b>	<b>OUTSIDE 4 ROUTE</b>
<b>Y/WR</b>	<b>INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)</b>
<b>Z</b>	<b>OUTSIDE 4 ROUTE</b>
<b>WR/FB</b>	<b>CHECK SAM N/T FLAT</b>
<b>HB</b>	<b>CHECK WILL N/T WIDE</b>
<b>QB</b>	<b>5 STEP DROP: Y OPTION TO Z TO FB STRONG ROTATION - Y OPTION TO X TO HB</b>

NOTES

**DEEP BASE LT. 648 BACKS HOOK**

FLIPPER LEFT

Diagram illustrating a football play, "DEEP BASE LT. 648 BACKS HOOK". The diagram shows the positions of various players and their movement paths during the play.

**Player Positions:**

- QB (Quarterback):** Positioned at the top left, looking down the field.
- FB (Fullback):** Positioned at the top center, looking down the field.
- WR (Wide Receiver):** Positioned at the top right, looking down the field.
- TE (Tight End):** Positioned at the bottom right, looking down the field.
- DB (Defensive Back):** Positioned in the middle of the field, looking up the field.
- HB (Halfback):** Positioned at the bottom left, looking up the field.

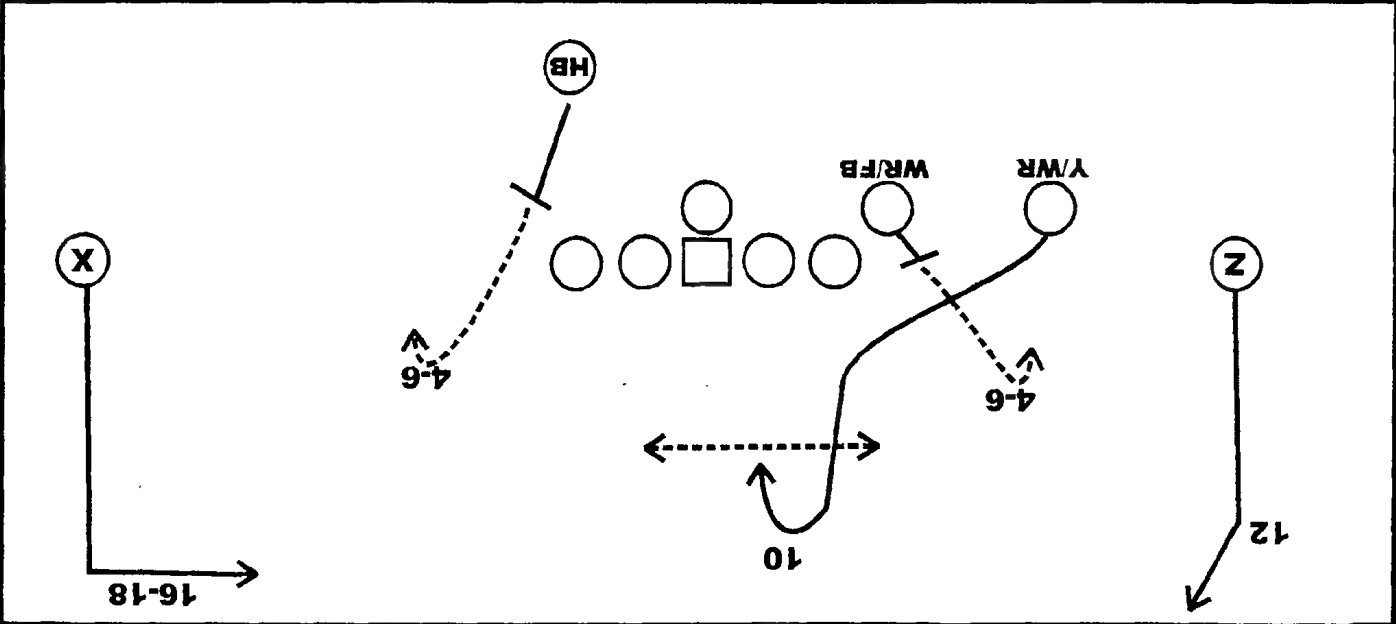
**Movement Paths:**

- WR Path:** Indicated by a solid line with an arrow pointing from the WR position towards the end zone.
- HB Path:** Indicated by a dashed line with an arrow pointing from the HB position towards the end zone.
- TE Path:** Indicated by a solid line with an arrow pointing from the TE position towards the end zone.
- DB Path:** Indicated by a dashed line with an arrow pointing from the DB position towards the end zone.
- QB Path:** Indicated by a solid line with an arrow pointing from the QB position towards the end zone.
- FB Path:** Indicated by a solid line with an arrow pointing from the FB position towards the end zone.

**Field Markers:**

- 10:** A yard line marker.
- 12:** A yard line marker.
- 16-18:** A yard line marker.

FLIPPER LEFT  
DEEP BASE LT. 648 BACKS HOOK



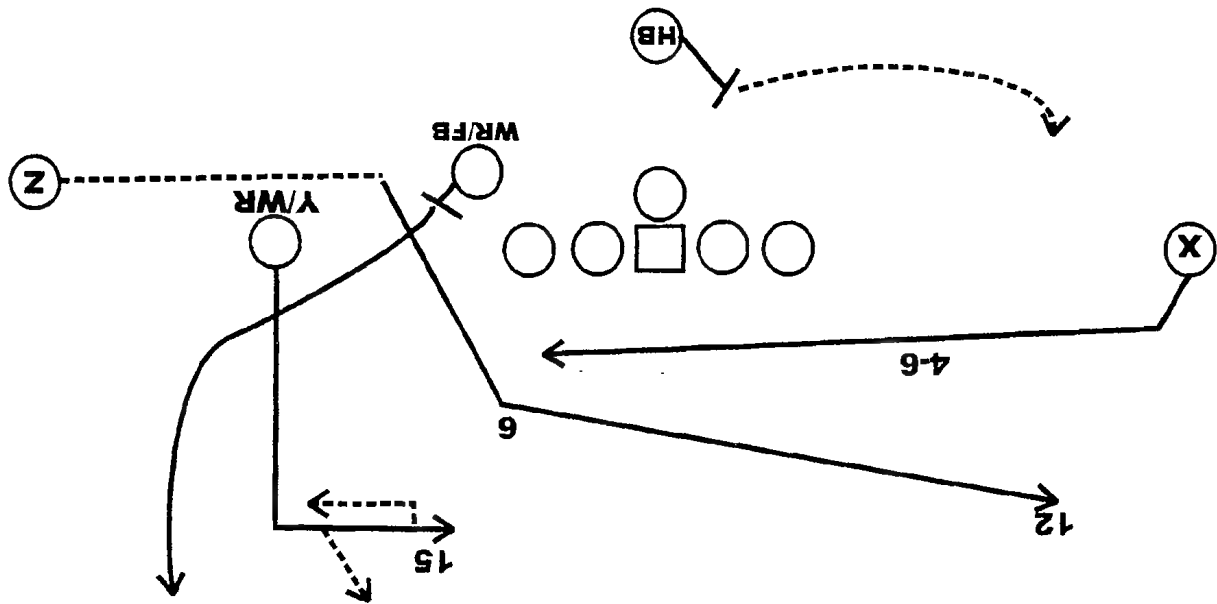
<b>QB</b>	<b>7 STEP DROP: LOOK Y OPTION TO X N/T HB W/S NOT IN MIDDLE CAN GO TO POST</b>
<b>HB</b>	<b>CHECK WILL N/T HOOK</b>
<b>WR/FB</b>	<b>CHECK SAM N/T HOOK</b>
<b>Z</b>	<b>OUTSIDE 8 ROUTE</b>
<b>Y/WR</b>	<b>INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)</b>
<b>X</b>	<b>OUTSIDE 6 ROUTE (SWITCH COV = CURL)</b>

NOTES

## MIAMI DOLPHINS - OFFENSE

**FLIPPER RIGHT ZIP**

**DEEP BASE RT. 080 SMASH SHOOT/WIDE**

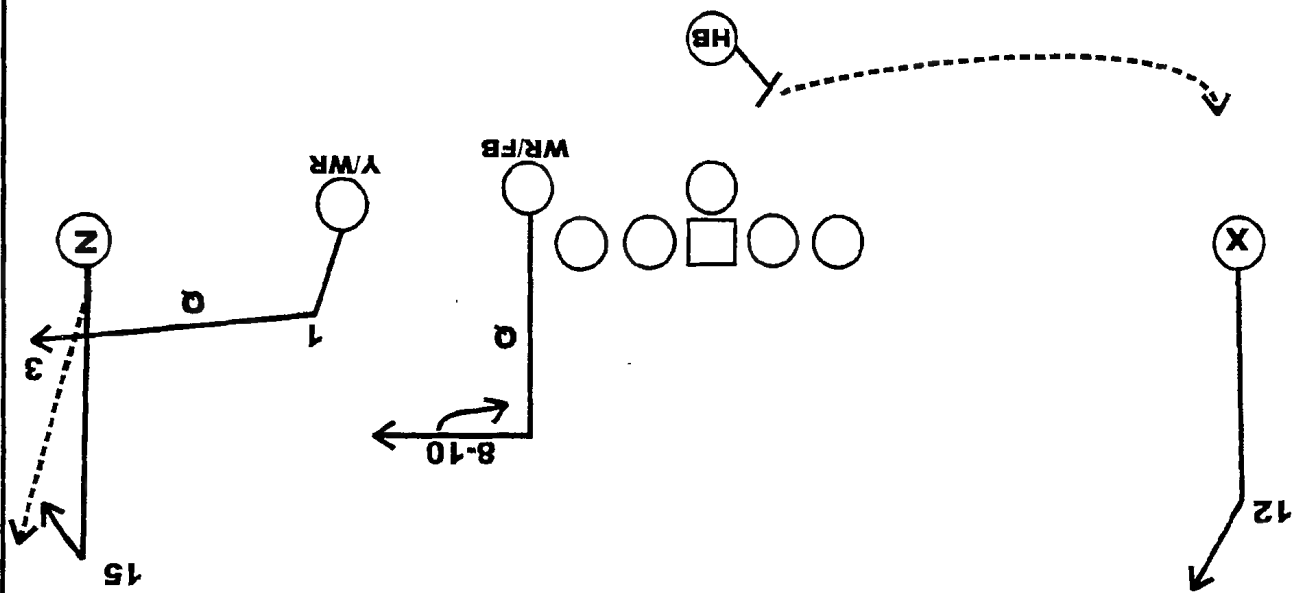


<b>X</b>	<b>OUTSIDE ZERO ROUTE</b>
<b>Y/WR</b>	<b>INSIDE 8 ROUTE</b>
<b>Z</b>	<b>OUTSIDE DEEP ZERO ROUTE</b>
<b>WR/FB</b>	<b>CHECK SAM N/T SHOOT</b>
<b>HB</b>	<b>CHECK WILL N/T WIDE</b>
<b>QB</b>	<b>7 STEP DROP: COV 3 WORK Y to X M/M LOOK FOR FB N/T Y to X</b>

NOTES

## MIAMI DOLPHINS - OFFENSE

FLIPPER RIGHT  
SCAT RT. 815 OPTION/WIDE



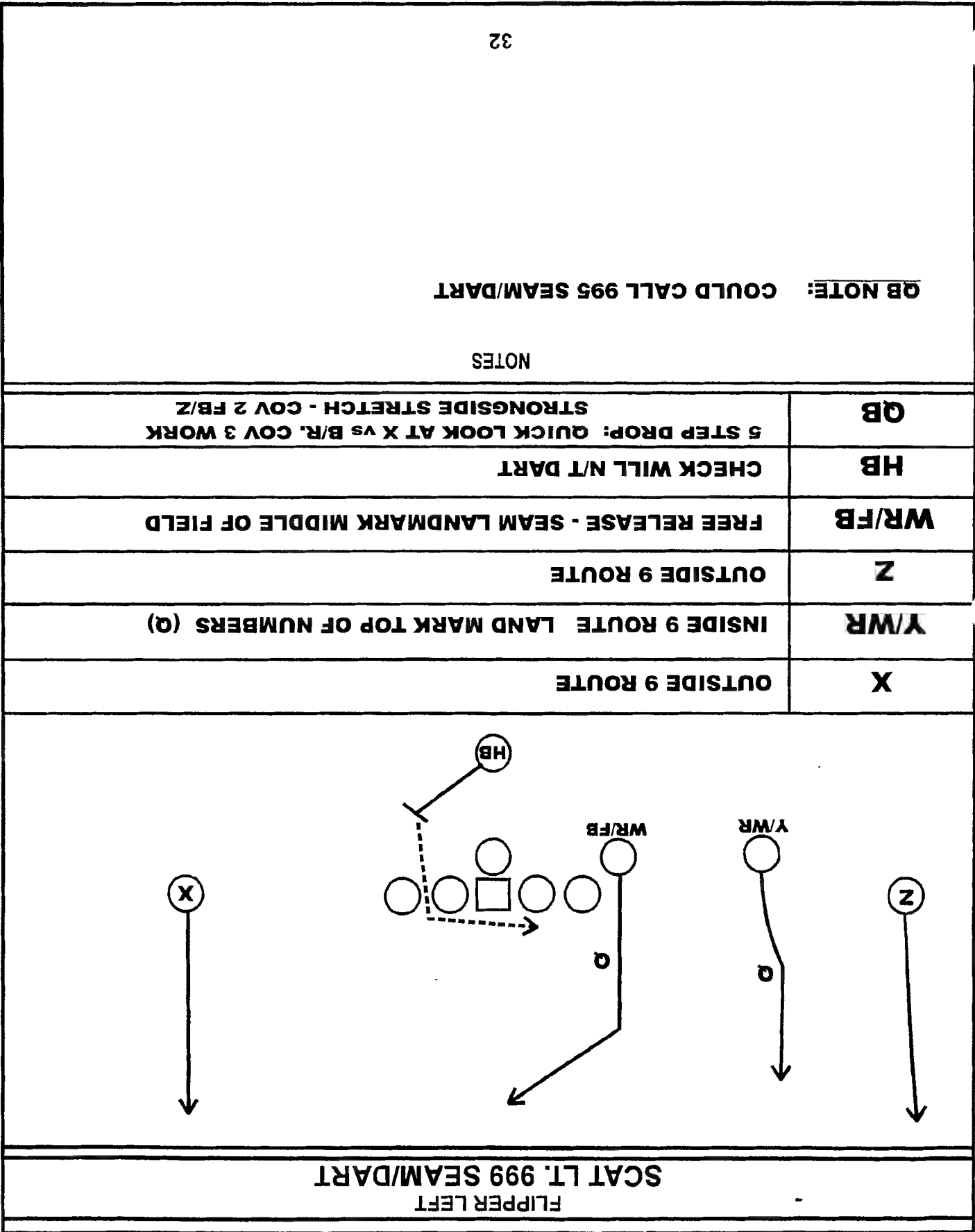
<b>QB</b>	<b>5 STEP DROP: LOOK FOR X N/T FB to Y N/T Z</b>
<b>HB</b>	<b>CHECK WILL N/T WIDE</b>
<b>WR/FB</b>	<b>FREE RELEASE - OPTION (RUN IT LIKE INSIDE 3 ROUTE) (Q)</b>
<b>Z</b>	<b>OUTSIDE 5 ROUTE (ROTATION RUN 9 ROUTE)</b>
<b>Y/WR</b>	<b>INSIDE 1 ROUTE (Q)</b>
<b>X</b>	<b>OUTSIDE 8 ROUTE (LOOK) (PRESS or ROTATION RUN 9 ROUTE)</b>

NOTES



<p>FLIPPER LEFT</p> <p>SCAT LT. 999 SEAM/DART</p>	
X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE LAND MARK TOP OF NUMBERS (a)
Z	OUTSIDE 9 ROUTE
WR/FB	FREE RELEASE - SEAM LANDMARK MIDDLE OF FIELD
HB	CHECK WILL N/T DART
QB	<p>5 STEP DROP: QUICK LOOK AT X vs B/R. COV 3 WORK</p> <p>STRONGSIDE STRETCH - COV 2 FB/Z</p>
<p>NOTES</p> <p>QB NOTE: COULD CALL 995 SEAM/DART</p>	
<p>32</p>	

<p>FLIPPER LEFT</p> <p>SCAT LT. 999 SEAM/DART</p>	
X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE LAND MARK TOP OF NUMBERS (a)
Z	OUTSIDE 9 ROUTE
WR/FB	FREE RELEASE - SEAM LANDMARK MIDDLE OF FIELD
HB	CHECK WILL N/T DART
QB	<p>5 STEP DROP: QUICK LOOK AT X vs B/R. COV 3 WORK</p> <p>STRONGSIDE STRETCH - COV 2 FB/Z</p>
<p>NOTES</p> <p>QB NOTE: COULD CALL 995 SEAM/DART</p>	
<p>32</p>	



<p>FLIPPER LEFT</p> <p>SCAT LT. 999 SEAM/DART</p>	
X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE LAND MARK TOP OF NUMBERS (a)
Z	OUTSIDE 9 ROUTE
WR/FB	FREE RELEASE - SEAM LANDMARK MIDDLE OF FIELD
HB	CHECK WILL N/T DART
QB	5 STEP DROP: QUICK LOOK AT X VS B/R. COV 3 WORK STRONGSIDE STRETCH - COV 2 FB/Z
<p>NOTES</p> <p>QB NOTE: COULD CALL 995 SEAM/DART</p>	
<p>32</p>	

<p>FLIPPER LEFT</p> <p>SCAT LT. 999 SEAM/DART</p>	
X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE LAND MARK TOP OF NUMBERS (a)
Z	OUTSIDE 9 ROUTE
WR/FB	FREE RELEASE - SEAM LANDMARK MIDDLE OF FIELD
HB	CHECK WILL N/T DART
QB	5 STEP DROP: QUICK LOOK AT X vs B/R. COV 3 WORK STRONGSIDE STRETCH - COV 2 FB/Z
<p>NOTES</p> <p>QB NOTE: COULD CALL 995 SEAM/DART</p>	
<p>32</p>	

<p>FLIPPER LEFT</p> <p>SCAT LT. 999 SEAM/DART</p>	
X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE LAND MARK TOP OF NUMBERS (a)
Z	OUTSIDE 9 ROUTE
WR/FB	FREE RELEASE - SEAM LANDMARK MIDDLE OF FIELD
HB	CHECK WILL N/T DART
QB	5 STEP DROP: QUICK LOOK AT X vs B/R. COV 3 WORK STRONGSIDE STRETCH - COV 2 FB/Z
<p>NOTES</p> <p>QB NOTE: COULD CALL 995 SEAM/DART</p>	
<p>32</p>	

FLIPPER RT.  
SCAT RT. 525 CROSS/WIDE



NOTES

<b>X</b>	<b>OUTSIDE 5 ROUTE (VS COV 2 = 9 RTE)</b>
<b>Y</b>	<b>INSIDE 2 ROUTE (Q)</b>
<b>Z</b>	<b>OUTSIDE 5 ROUTE (VS COV 2 = 9 RTE)</b>
<b>WR/FB</b>	<b>FREE RELEASE = CROSS (Q)</b>
<b>HB</b>	<b>CHECK WILL N/T WIDE</b>
<b>QB</b>	<b>5 STEP DROP: Y FIRST (3 STEP) N/T FB N/T X</b>

FLIPPER RT.  
SCAT RT. 339 PIVOT



**(a) INSIDE 3 ROUTE**

**OUTSIDE 9 ROUTE . OUTSIDE RELEASE.**

**FREE RELEASE : PIVOT 3. (Q)**

**CHECK WITH N/T HOOK**

**5 STEP DROP: X FIRST IF CORNER OFF, N/T; LOOK Z TO Y TO FB.**

NOTES

# Two-Minute Offense

PAGE

1-2  
3  
4

Two-Minute Package  
Bunch Route  
999 Score

ITEM

# Two Minute Package

The Most Important part of the ball game is the Last Two Minutes of either half. Many games are won or lost during that vital time. It is very important that the team captains and Quarterbacks know when time is out. It is just as important that everyone know whether the clock starts with the Snap of the ball or with the Referee's signal or whistle. Each Player should know the rules that specifically cover these situations. Time Outs need to be saved for these last two minute situations. A Team that can handle itself with poise and without confusion and frustration will be the champion. We Are the Best!

## General Two Minute Rules & Guidelines

1. The Head Coach will handle all timeouts.
2. Everyone hurry to the LOS and get into a ready position. Do Not wait on the Quarterback.
3. Everyone line up in the previous formation unless the QB changes strength.
4. The snap count will be on 2<sup>nd</sup> sound unless otherwise called by QB.
5. Get out of bounds with the ball. Get as much yardage as possible and then get out of bounds.
6. All substitutions will be handled by the coaches. Never take yourself out of the game.
7. If there are no time outs left, the clock can be stopped on 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> Down by throwing a clock play.

THE BALL IS PUT IN PLAY ON THE "SNAP" IN THE FOLLOWING SITUATIONS:

- AFTER TWO MINUTE WARNING TO BOTH BENCHES.
- AFTER CHANGE OF POSSESSION (FUMBLE-PUNT-INTERCEPTION)
- INCLUDING "FAIR CATCH".
- AFTER A TIME OUT (THREE (3) PER HALF).
- AFTER INCOMPLETE PASS.
- AFTER A FOUL OR PENALTY. (NO TIME OUT CHARGED IF INJURED
- PLAYER IS RESULT OF PENALTY.
- AFTER OUT-OF-BOUNDS PLAY. (RUN-PASS-KICK RETURN).
- AFTER TOUCHBACK (FIELD GOAL - PUNT).

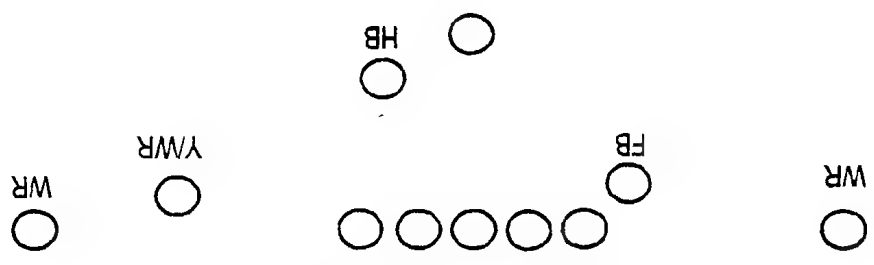
THE BALL IS PUT IN PLAY BY REFEREE'S SIGNAL IN THE FOLLOWING

SITUATIONS:

- AFTER MEASUREMENT FOR A FIRST DOWN, BE READY TO PLAY.
- AFTER A PILE UP FOLLOWING A PLAY OR QB SACK (MINIMUM OF 5 SECONDS).
- AFTER EQUIPMENT REPAIR.
- AFTER AN INJURY TIME OUT (AFTER LEGAL 3). (COST - 10 SECONDS).
- AFTER 4TH TIME OUT. (PENALIZED 5 YARDS AND 10 SECONDS).

# Two Minute Package

Dolphin Right

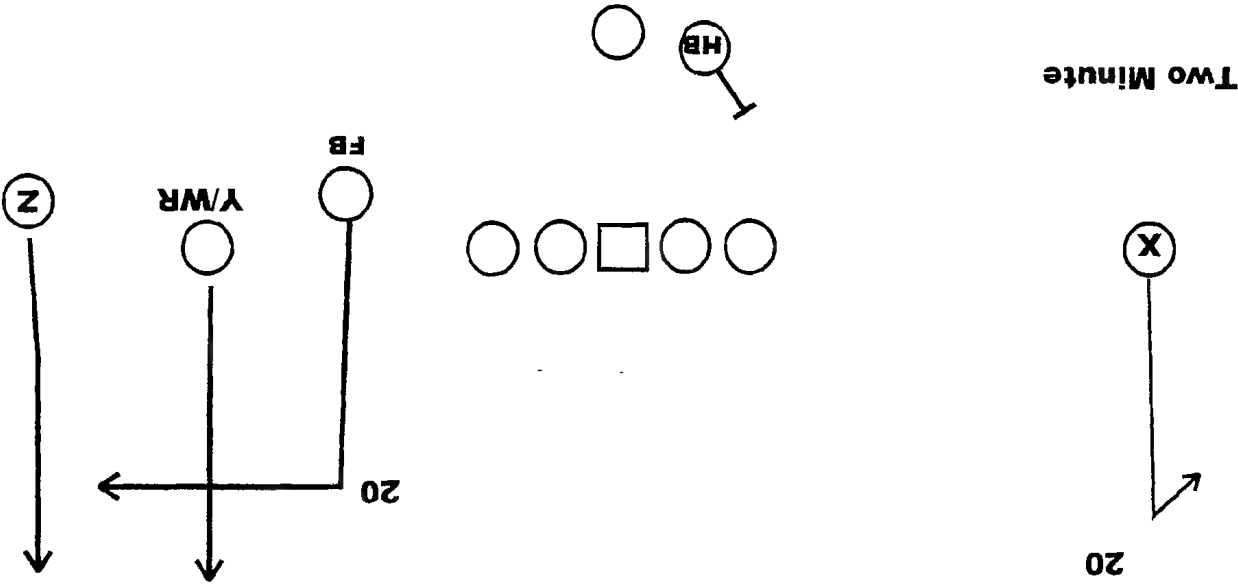


Dolphin or Falcon Personnel

Run Game				Passing Game			
Primary	QB Call	Base Pro	QB Call	Read Pro	QB Call	Quick Pro	QB Call
Paint (Strong)	"50 or 51"	383 Bks Rt	"83"	999 Seam Ck	"Read 99"	Read 212	"Read 12"
		444 Bks Flat	"44"	111 Hitch Ck	"Read 11"	Base Clock	"Clock"
		648 Hk Wide	"48"	222 Cross Ck	"Read 22"		
		866 Ricky	"66"	All Stem	"Rd Stem"		
		585 Bks Rt	"85"				
		080 Smash	"80"	Scats	QB Call	Screens	QB Call
		989 Bks Rt-Lt	"89"	785 Option Flat	"Scat 85"	Middle Screen	"54 or 55"
		879 Flat	"79"				

MIAMI DOLPHINS - OFFENSE

BUNCH RIGHT  
DEEP SCAT RT. BENCH

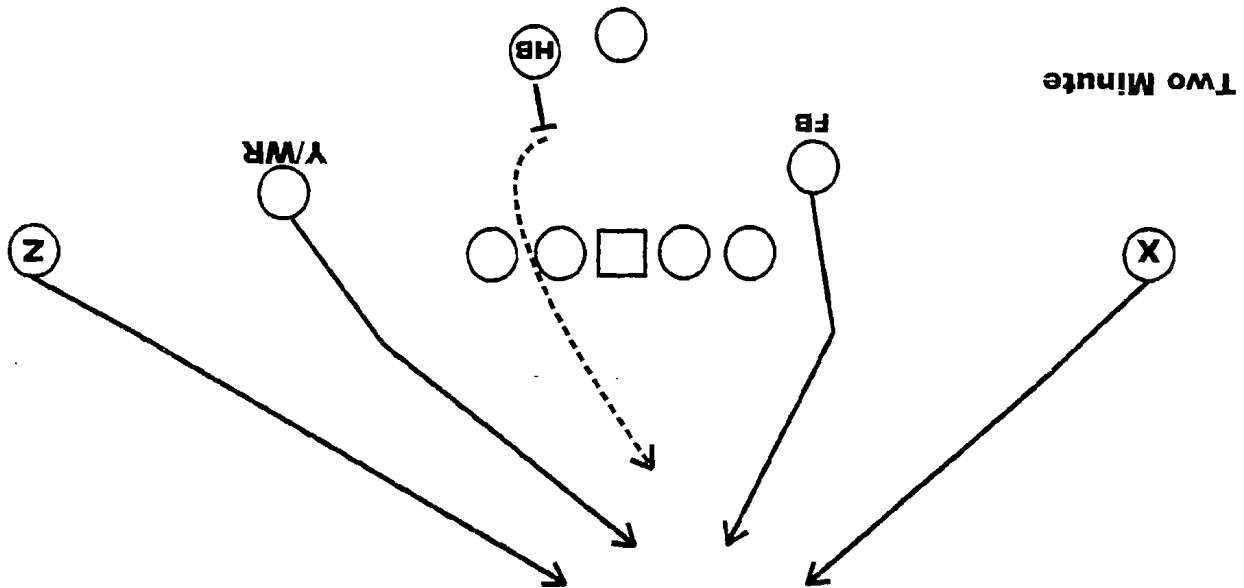


X	OUTSIDE 5 ROUTE
Y/WR	INSIDE 9 ROUTE
Z	OUTSIDE 9 ROUTE
FB	OUT ROUTE AT 20 YARDS GET OUT OF BOUNDS
HB	Check Will N/T - Help
QB	7 Step drop: Stay with strongside out unless you get single coverage on X. Must get 20 yds for FG.

NOTES

# MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT  
READ RT. 999 Score



<b>X</b>	OUTSIDE 9 ROUTE (Look for Tip)
<b>Y/WR</b>	INSIDE 9 ROUTE (Get to Middle of the Field-Jumper)
<b>Z</b>	OUTSIDE 9 ROUTE (Look for Tip)
<b>TE/FB</b>	FREE RELEASE - SEAM (Look for Tip)
<b>HB</b>	DUAL READ MIKE TO SAM N/T. Get downfield look for pitched ball
<b>QB</b>	7 Step drop: Allow Receivers time to get to Middle of field. Get ball high so there will be a jump ball.

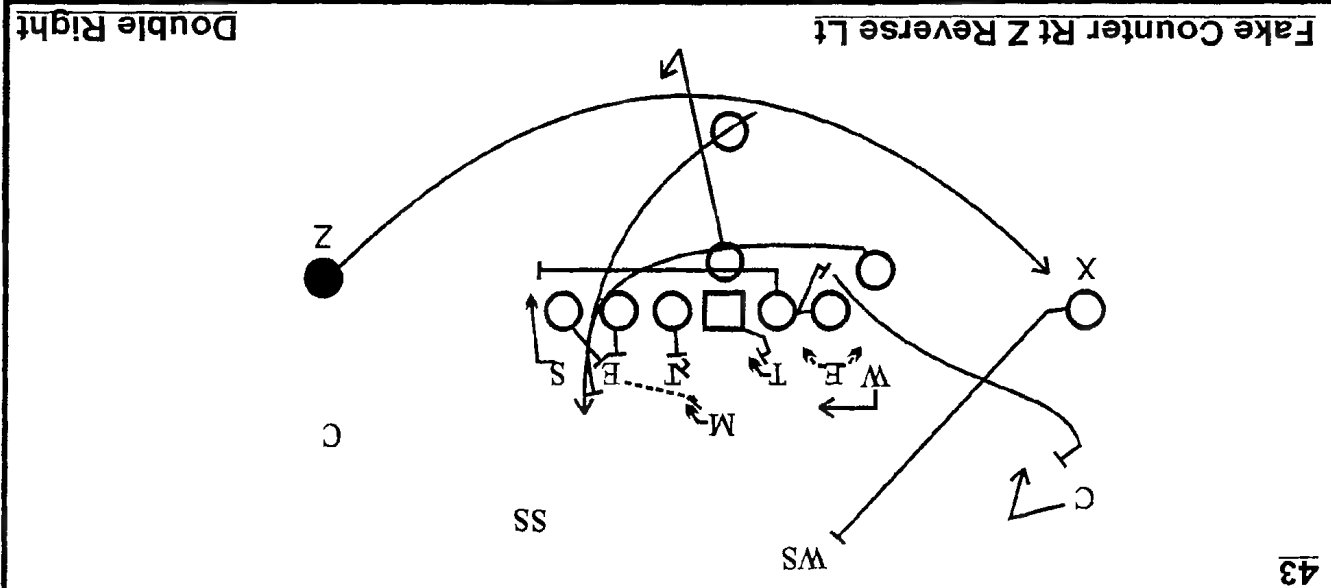
NOTES



# Specials

<u>ITEM</u>	<u>PAGE</u>
Fake Counter Z Reverse	1-2
Statue @ 8/9	3-4
Stretch Zeus Back	5-6
Base 444 Flea Flicker	7-8

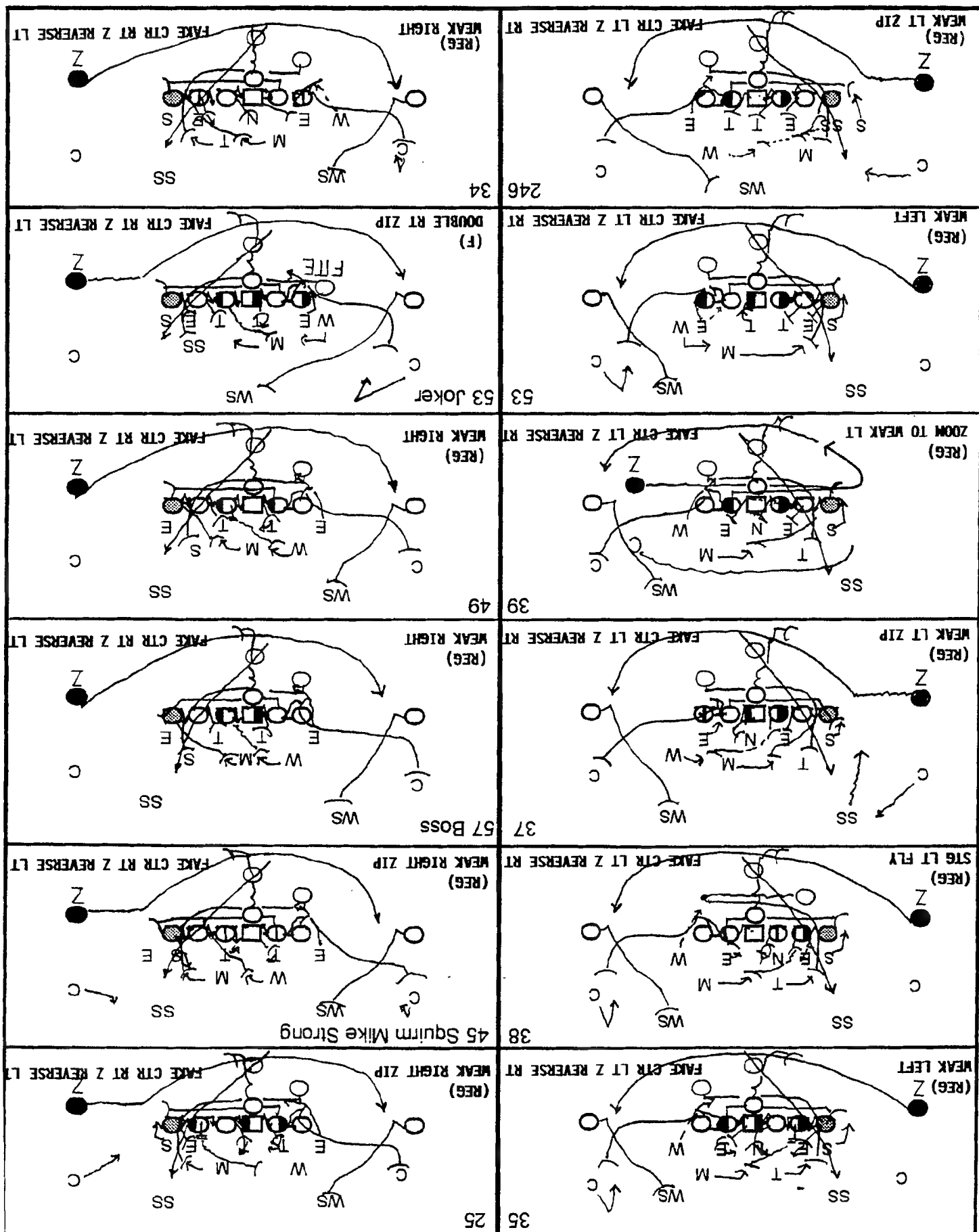
Fake Counter Switch R/Lt - Z Reverse L/Rt



Play Description
------------------

Misdirection off the Counter play to take advantage of over pursuing defenders.

QB	Good counter fake then over the top hand off to Z. Block anything trailing Z.
FB	Block counter.
BC	Fake counter.
OFF-T	Hinge and pick-out. Release and block first force to the side of the reverse.
OFF-G	Pull, trap EMOL. Same as Counter Rt or Lt Rules.
C	Block backside. Work to wheel the defender away from the side of the reverse. Same as Counter Rt or Lt rules.
ON-G	Block first inside on or off LOS. Work to wheel defender away from the side of the reverse. Same as Counter Rt or Lt rules.
ON-T	Block first inside on or off LOS. Same as Counter Rt or Lt rules.
Y	Block Counter. Same calls apply.
Z	Take adjust step then come "Weakside" to receiver over the top hand off from QB. (Possible Zip).
X	Block FS.



FAKE COUNTER LEFT Z REVERSE RIGHT

FAKE COUNTER RIGHT Z REVERSE LEFT



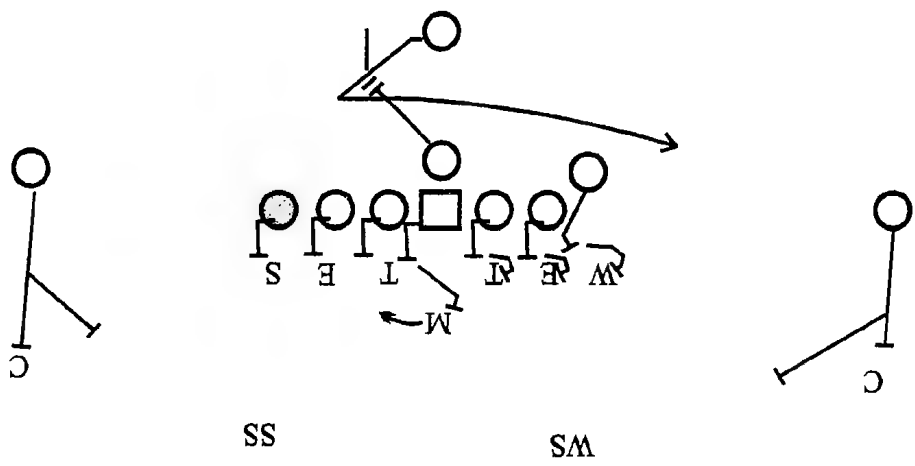
<p>STATUE AT 8</p> <p>(REG)</p> <p>ZOOM TO SPLIT RT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>34</p>	<p>QB -- DO NOT RUN - 2 GUYS LOOK !</p> <p>WS</p> <p>SS</p> <p>C</p> <p>246</p>
<p>STATUE AT 8</p> <p>(REG)</p> <p>SPLIT RIGHT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>53 Joker</p> <p>53</p>	<p>STATUE AT 9</p> <p>(REG)</p> <p>ZOOM TO SPLIT LT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>53</p>
<p>STATUE AT 8</p> <p>(F)</p> <p>ZOOM TO DEL RT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>49</p>	<p>STATUE AT 9</p> <p>(REG)</p> <p>ZOOM TO SPLIT LT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>39</p>
<p>STATUE AT 8</p> <p>(REG)</p> <p>ZOOM TO STR RT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>57 Boss</p> <p>37</p>	<p>STATUE AT 9</p> <p>(REG)</p> <p>SPLIT LEFT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>37</p>
<p>STATUE AT 8</p> <p>QB -- DO NOT RUN - 2 GUYS LOOK !</p> <p>WS</p> <p>SS</p> <p>C</p> <p>45 Squirm Mike Strong</p> <p>38</p>	<p>STATUE AT 9</p> <p>(REG)</p> <p>SPLIT LEFT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>38</p>
<p>STATUE AT 9</p> <p>(F)</p> <p>ZOOM TO ACE LT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>35</p>	<p>STATUE AT 8</p> <p>(REG)</p> <p>ZOOM TO STR RT SLOT</p> <p>WS</p> <p>SS</p> <p>C</p> <p>25</p>

STATUE at 9

STATUE at 8

# Stretch R/Lt Zeus Back

43



**Stretch Rt. Zeus Back**  
**Double Rt.**

## Play Description

Designed to take advantage of teams that over pursue from the backside vs our Stretch play. We show Stretch then reverse field pinning the EMOL backside with our seal blocker.

QB	Run stretch.
BB	Show seal block technique then block EMOL preferably to the inside. Must sustain!
BC	Run stretch to get defense to commit then reverse field trying to break contain weakside. May be inside if EMOL is upfield.
OFF-T	Man block #2 (Wheel Technique). Execute playside gap technique - when you feel pressure, wheel on defender.
OFF-G	Man block #1 (Wheel Technique). Execute playside gap technique - when you feel pressure, wheel on defender.
C	Man block #0. Same as stretch. Can use torque technique vs Nose Tackle.
ON-G	Man block #1. Same as stretch. Alert for "Gap" or "Slip".
ON-T	Man block #2. Same as stretch. Alert for "Slip" or "Scoop".
Y	Man block #3. Same as stretch. Alert for "Scoop" or "Turn-it".
Z	Block force (Zeus).
X	Block force - weakside.

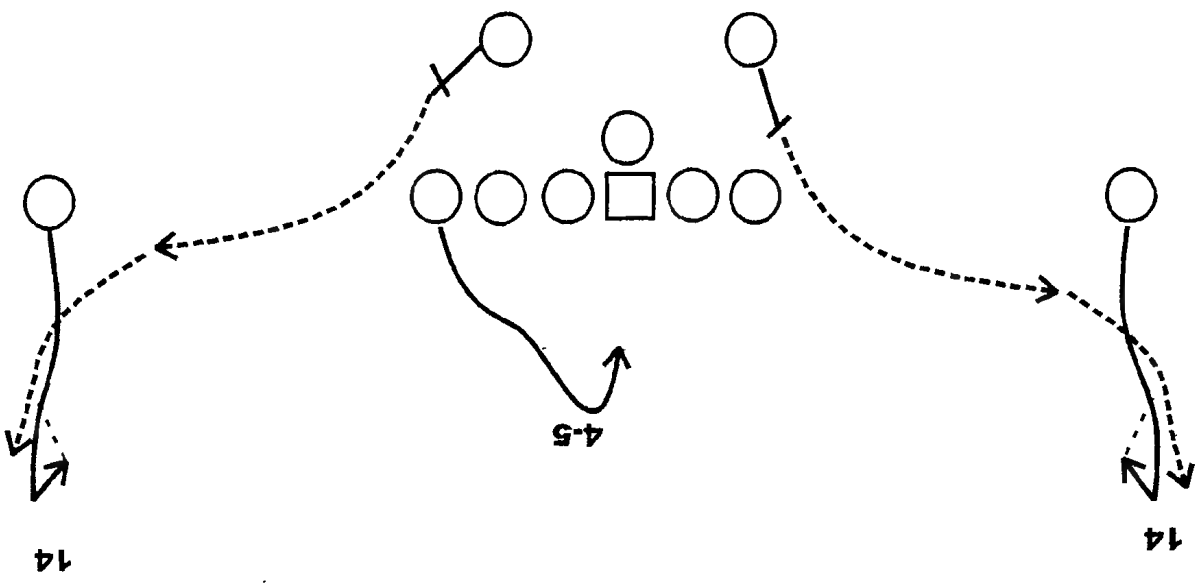
<p>STRETCH LEFT ZEUS BACK</p> <p>(H)</p> <p>DOUBLE LEFT</p> <p>WEAK LEFT</p> <p>STRETCH LEFT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>35</p>	<p>STRETCH RIGHT ZEUS BACK</p> <p>(REG)</p> <p>WEAK RIGHT</p> <p>STRETCH RT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>25</p>
<p>STRETCH LEFT ZEUS BACK</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>STRETCH LEFT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>38</p>	<p>STRETCH RIGHT ZEUS BACK</p> <p>(F)</p> <p>ACE RIGHT</p> <p>STRETCH RT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>45 Squirm Mike Strong</p>
<p>STRETCH LEFT ZEUS BACK</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>STRETCH LEFT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>37</p>	<p>STRETCH RIGHT ZEUS BACK</p> <p>(REG)</p> <p>WEAK RIGHT</p> <p>STRETCH RT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>57 Boss</p>
<p>STRETCH LEFT ZEUS BACK</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>STRETCH LEFT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>39</p>	<p>STRETCH RIGHT ZEUS BACK</p> <p>(Z)</p> <p>WEAK RIGHT</p> <p>STRETCH RT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>49</p>
<p>STRETCH LEFT ZEUS BACK</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>STRETCH LEFT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>53</p>	<p>STRETCH RIGHT ZEUS BACK</p> <p>(Z)</p> <p>WEAK RIGHT</p> <p>STRETCH RT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>53 Joker</p>
<p>STRETCH LEFT ZEUS BACK</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>STRETCH LEFT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>246</p>	<p>STRETCH RIGHT ZEUS BACK</p> <p>(REG)</p> <p>WEAK RIGHT</p> <p>STRETCH RT ZEUS BACK</p> <p>WS</p> <p>SS</p> <p>C</p> <p>34</p>
<p>08 -- DO NOT RUN UNLESS GAME PLANNED!!</p>	

STRETCH RIGHT ZEUS BACK

STRETCH LEFT ZEUS BACK

# MIAMI DOLPHINS - OFFENSE

SPLIT RT.  
BASE RT. 444 FLAT FLEA FLICKER  
Split Strong Weak



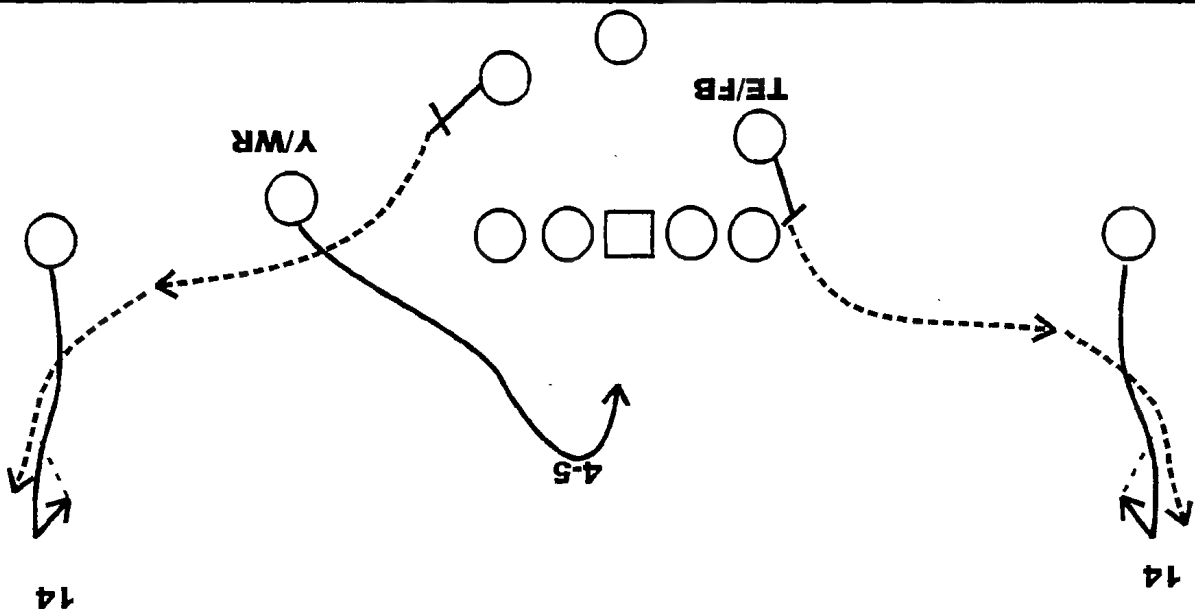
<b>X</b>	OUTSIDE 4 ROUTE, POSSIBLE PITCH TO BACK YOUR SIDE.
<b>Y</b>	INSIDE 4 ROUTE C.R. 4-5 YARDS-GET OPEN
<b>Z</b>	OUTSIDE 4 ROUTE, POSSIBLE PITCH TO BACK YOUR SIDE.
<b>FB</b>	CHECK - LAZY SHOOT LOOK FOR PITCH FROM 4 ROUTE
<b>HB</b>	CHECK - LAZY SHOOT LOOK FOR PITCH FROM 4 ROUTE
<b>QB</b>	5 STEP DROP: BEST OUTSIDE 4 ROUTE

NOTES



# MIAMI DOLPHINS - OFFENSE

DOLPHIN RT.  
BASE RT. 444 FLAT FLEA FLICKER



X OUTSIDE 4 ROUTE. POSSIBLE PITCH TO BACK YOUR SIDE.

Y INSIDE 4 ROUTE C.P. 4-5 YARDS- GET OPEN

Z OUTSIDE 4 ROUTE. POSSIBLE PITCH TO BACK YOUR SIDE.

FB CHECK - LAZY SHOOT LOOK FOR PITCH FROM 4 ROUTE

HB CHECK - LAZY SHOOT LOOK FOR PITCH FROM 4 ROUTE

QB 5 STEP DROP: BEST OUTSIDE 4 ROUTE

NOTES

# Short Yardage Goalline

**PAGE**

**ITEM**

1	SY and GL Situations
2-3	4 Man Fronts & Terms
4	Sneak (Strong)
5	Sneak (Weak)
6	Iso
7	Stutter
8	Stretch (Strong)
9	Stretch (Weak)
10	Ride (Weak)
11	Counter Switch
12	Counter Bluff
13	Power Quad
14	72 China Flat
15	X Corner
16	226 Y Sneak
17	Boot Right

# SHORT YARDAGE AND GOAL LINE SITUATIONS

- A. SHORT YARDAGE: THIRD DOWN, 2 YARDS OR LESS.
- B. GOAL LINE: FIRST DOWN, 3 YARDS OR LESS TO THE GOAL LINE.

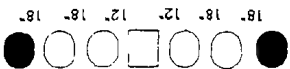
- A. CONVERT ALL SHORT YARDAGE SITUATIONS INTO FIRST DOWNS OR TOUCHDOWNS.
- B. CONVERT ALL GOAL LINE SITUATIONS INTO TOUCHDOWNS (DON'T BE SATISFIED WITH THREE POINTS).

## QUARTERBACKS

- A. GAMBLE SITUATIONS ARE THIRD DOWN AND VERY SHORT YARDAGE WITH GOOD FIELD POSITION.
- B. IF WE FAIL TO MAKE A TOUCHDOWN OR FIRST DOWN, THEN... "IT IS THE HEAD COACH'S DECISION TO GO FOR THE FIRST DOWN OR KICK THE FIELD GOAL."

## SHORT YARDAGE/GOALLINE RULES

- A. Q.B. WILL CALL "SHORT YARDAGE" OR "GOAL LINE" IN THE HUDDLE.
- B. LINE ADJUST SPLITS, STANCE, AND ALIGNMENT.



- C. BACKS ADJUST STANCE.

## SHORT YARDAGE/GOALLINE MUSTS

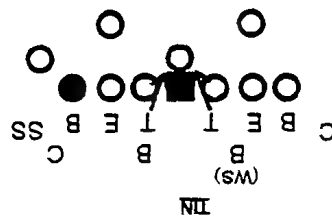
- A. DEFEAT YOUR MAN PHYSICALLY (NO FINESSE).
- B. NO PENALTIES.
- C. NO MISSED ASSIGNMENTS.
- D. 2ND AND 3RD EFFORT.

# 4 MAN - SHORT YARDAGE AND GOAL LINE TERMINOLOGY

## SUB 62 SLANT - ALL LINEMAN SLANTING STRONG (TO) OR WEAK (AWAY)

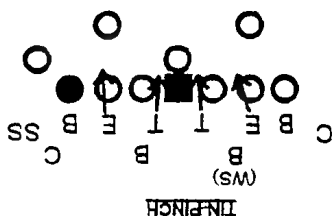


## SUB 62 TIN (TACKLES IN) - DT'S LINED UP OR CHARGING INSIDE OG'S.



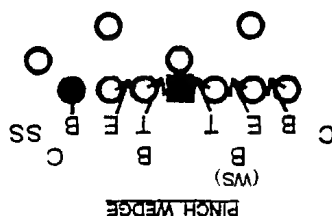
## SUB 62 PINCH - DT'S AND DE'S LINED UP OR CHARGING INSIDE OG'S & OT'S.

NOTE: COULD HAVE TIN PINCH OR PINCH TIN. (STRONGSIDE DESIGNATED FIRST).

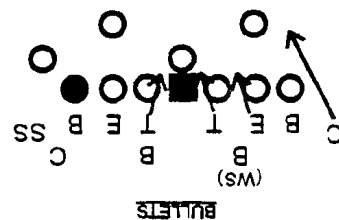
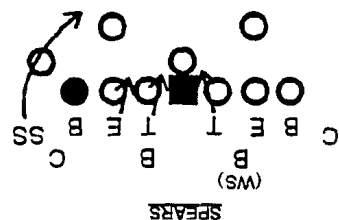


## SUB 62 WEDGE - ALL DEFENSIVE LINEMAN & OLBERS LINED UP OR CHARGING INSIDE OF OFF LINEMAN & TE'S.

NOTE: COULD HAVE WEDGE-PINCH OR PINCH-WEDGE



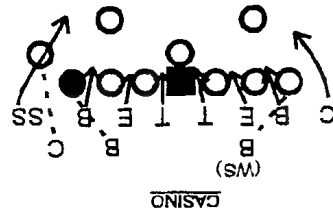
## SUB 62 BULLETS & SPEARS - BULLETS = S/S BLITZ. STRONG OLBER M/M. WEAK OLBER M/M ON NEAR END. SPEARS = S/S BLITZ. STRONG OLBER M/M ON TE.



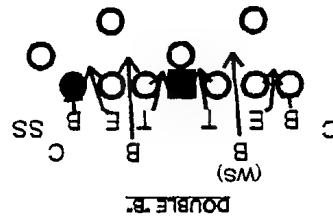
SUB 62 JUMBO = 6 DEF. LINEMAN - 2 LB'ERS (SUB FOR W/S) - 3 DB'S.

SUB 62 HALF JUMBO = 5 DEF. LINEMAN - 3 LB'ERS (SUB FOR W/S) - 3 DB'S.

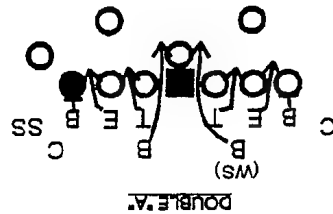
SUB 62 = 4 DEF. LINEMAN - 4 LB'ERS (SUB FOR W/S) - 3 DB'S.



SUB 62 CASINO - ALL OUT GAMBLE. WEDGE, BULLETS, AND SPEARS.



DOUBLE "B" - MIKE & W/S (SUB LB'ER) BLITZING IN "B" GAPS. DTS ON TIN CHARGE, DE'S CHARGE OUTSIDE OF OTS. OLB'ERS W/M ON TE & NEAR END.



DOUBLE "A" - MIKE & W/S (SUB LB'ER) BLITZING IN "A" GAPS. DTS & DE'S CHARGE OUTSIDE OF OG'S & OTS. OLB'ERS W/M ON TE & NEAR END.

## 1

A schematic diagram of a wedge-shaped structure. The structure is composed of several circular elements arranged in a row, with a central square element. Labels 'C', 'W', 'E', 'T', 'S', and 'SS' are positioned below the circular elements. A label 'B' is positioned below the central square element. A label '(W/S)' is positioned below the entire structure. An arrow points to the central square element, which is labeled 'WEDGE'.

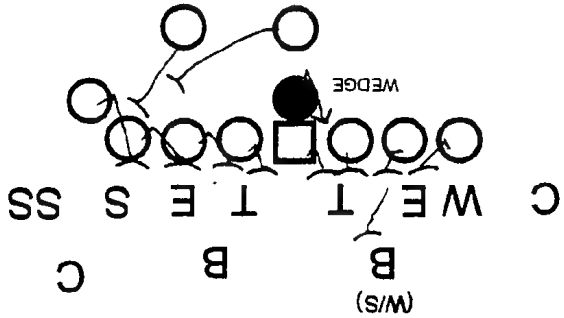
**NOTE: BACKS FAKE AWAY FROM CALL.**

A diagram showing a wedge-shaped structure. The wedge is labeled 'WEDGE' and is positioned on a surface. The surface is labeled with 'C', 'W', 'E', 'T', 'S', and 'SS'. The wedge is shown in a cross-section view, with a vertical line indicating its height. The surface is represented by a series of circles, with the wedge resting on the 'T' and 'S' circles. The 'C' and 'W' labels are to the left of the wedge, and the 'E' and 'SS' labels are to the right. The 'T' label is directly under the wedge.

[illegible]

# SNEAK LT WEAKSIDE (ALL FORMATIONS)

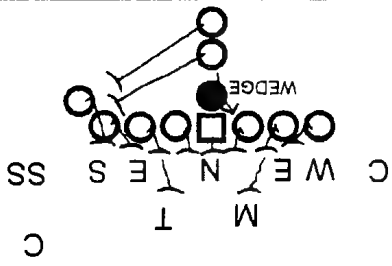
SUB 62



QB: FAVOR CALL AWAY FROM MIKE.  
LINE: THIS IS AN ATTITUDE PLAY - BLOW THEM OUT - MAKE THE TD OR 1ST DOWN!  
NOTE: BACKS FAKE AWAY FROM CALL.

34

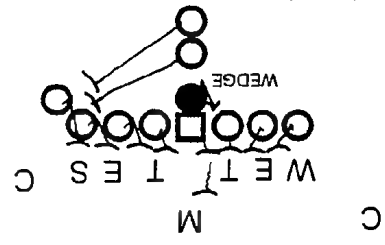
WS



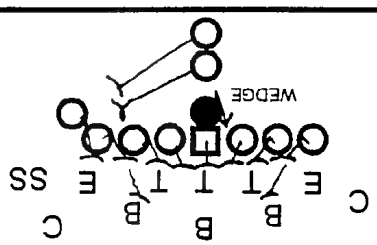
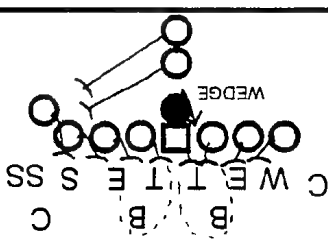
SUB 62 WEDGE

43

WS



SUB 53 TRIPLE



# ISO RIGHT (I, STRONG RIGHT)

SUB 62

- QB: OPEN AWAY, HAND TO B.C., FAKE PLAY ACTION.
- BB: READ BLOCK OF ONSIDE TACKLE TO 1ST INSIDE LB.R.
- BC: OPEN, RECEIVE HAND-OFF, FOLLOW BLOCKING BACK.
- LINE: MAN BLOCKING, POWER ZONE PRINCIPLES. CENTER - POSSIBLE SLIP OR WILLIE TO BACKSIDE LB.R.
- X: MAN BLOCKING. ALERT ZONE-IT.
- Y: MAN BLOCKING. ALERT TEZ.
- Z: MAN BLOCKING. ALERT TEZ.

ISO RIGHT SWITCH  
ZOOM TO STRONG RIGHT  
NOTE: SWITCH = CHANGE OF ASSIGNMENT  
BETWEEN Y AND Z

34

WS

SUB 62 WEDGE

43

WS

SS

SUB 53 TRIPLE

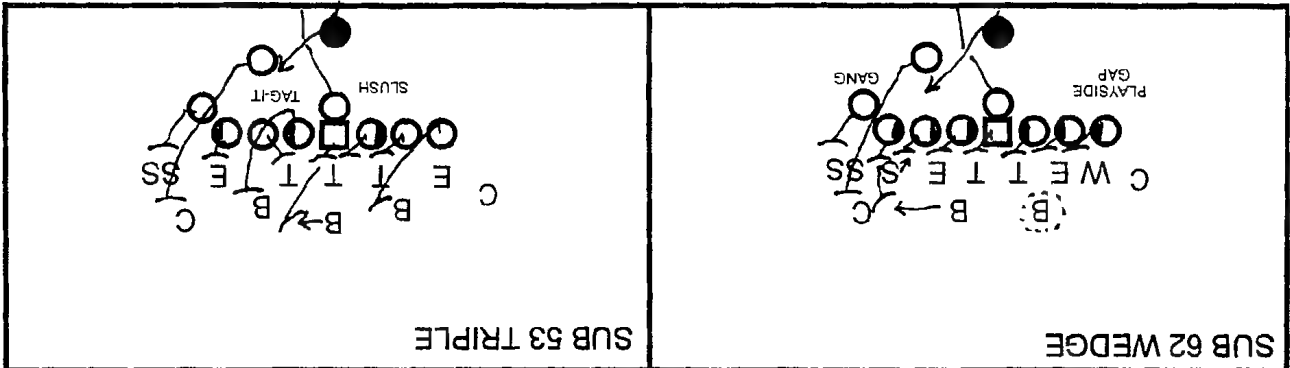
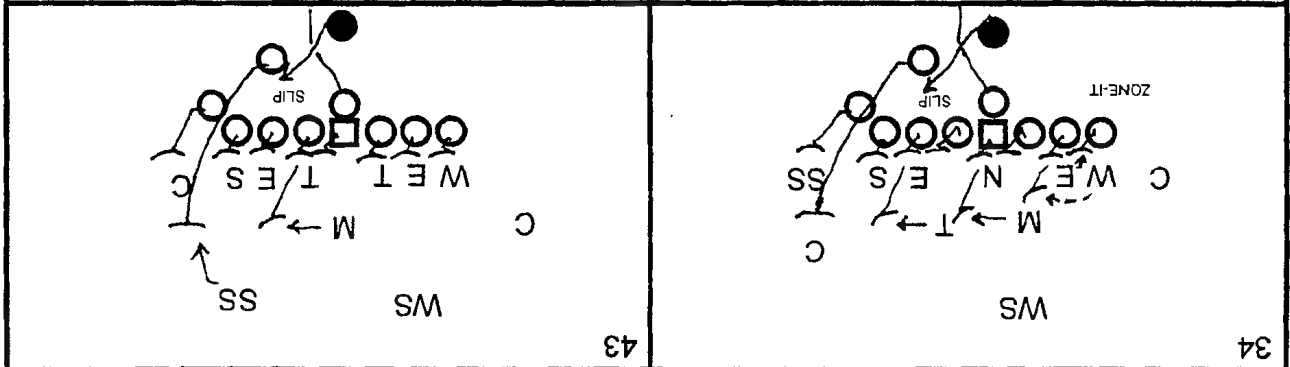
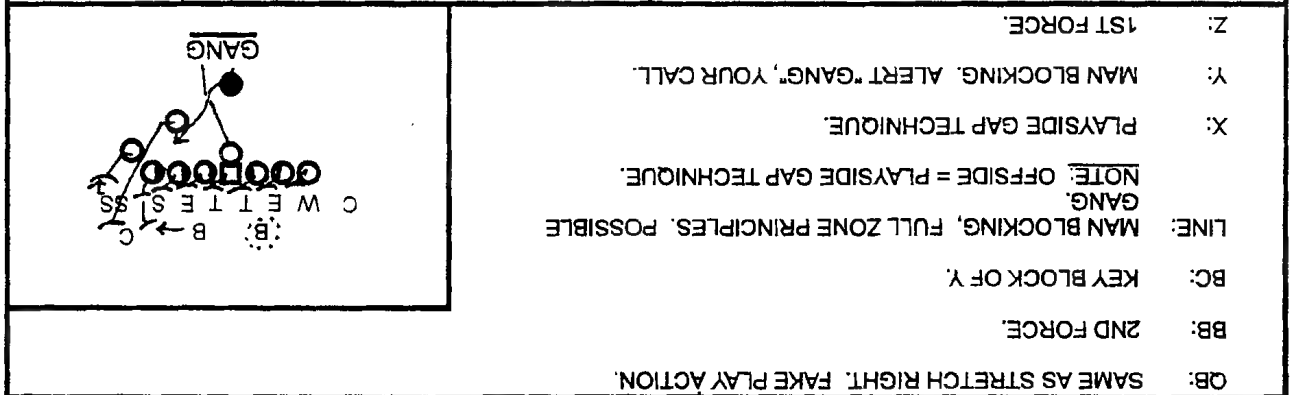
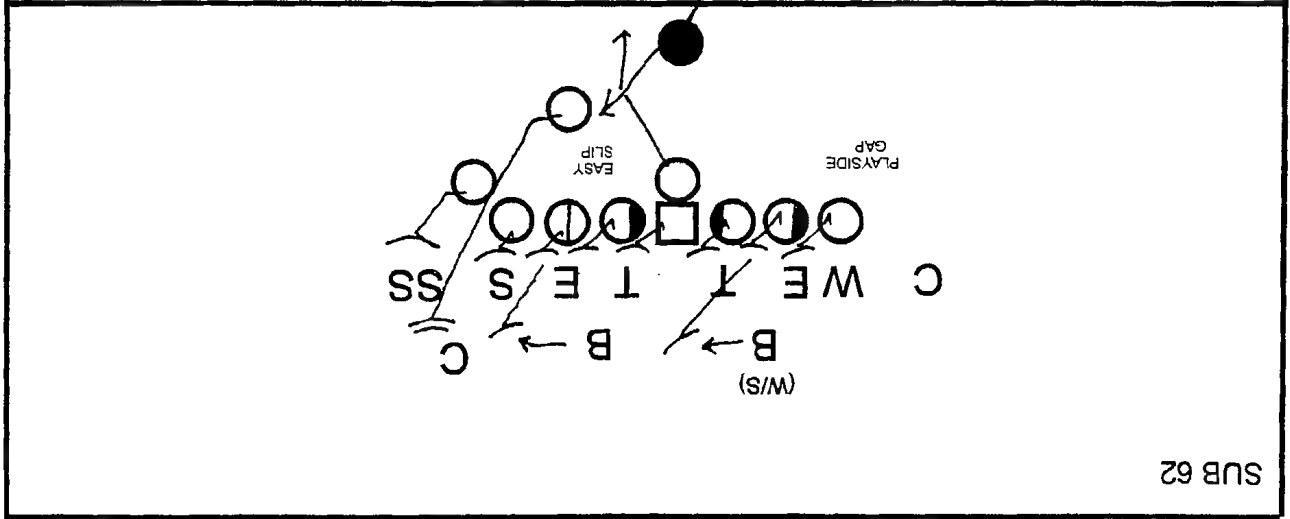
ISO RIGHT "SOLID"



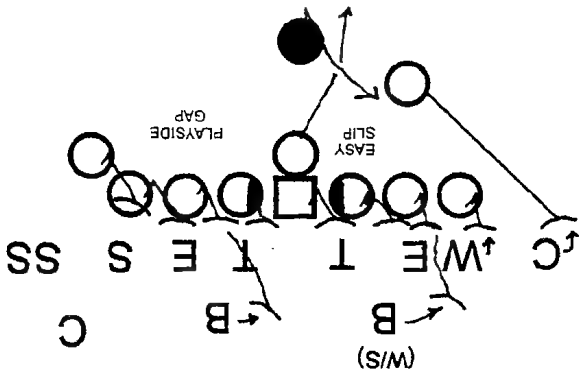
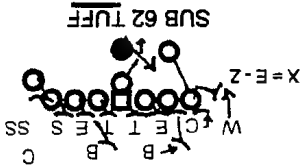
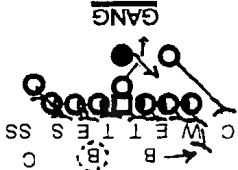
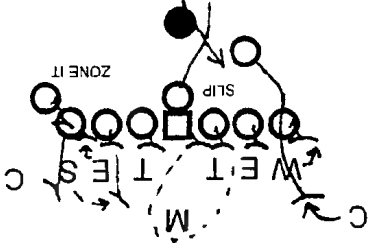
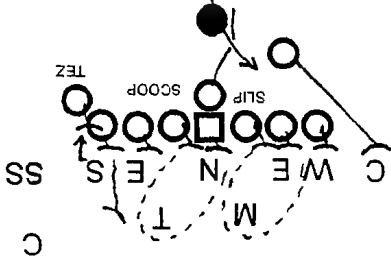
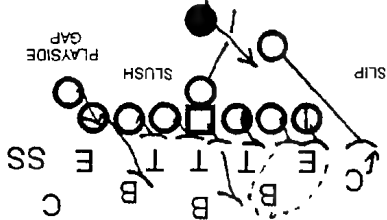
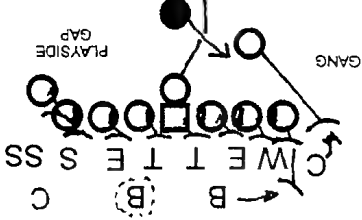
# STUTTER LT (RIGHT)

	<p>SUB 62 WEDGE</p>
	<p>34</p>
	<p>43</p>
	<p>SUB 62</p>
<p>STUTTER LEFT SPECIAL</p>	<p>QB: OPEN AWAY, OVER BALL HANDLING, FAKE PLAY ACTION.  BB: SEAL BLOCK WITH NEAR END.  BC: STUTTER STEP, OVER BALL HANDLING.  LINE: MAN BLOCKING - CENTER, INSIDE GUARD SLIP TO  ONSLIDE LB/ER.  NOTE: BACKSIDE = PLAYSIDE GAP TECHNIQUE.  X: MAN BLOCKING.  Y: PLAYSIDE GAP  Z: PLAYSIDE GAP</p>

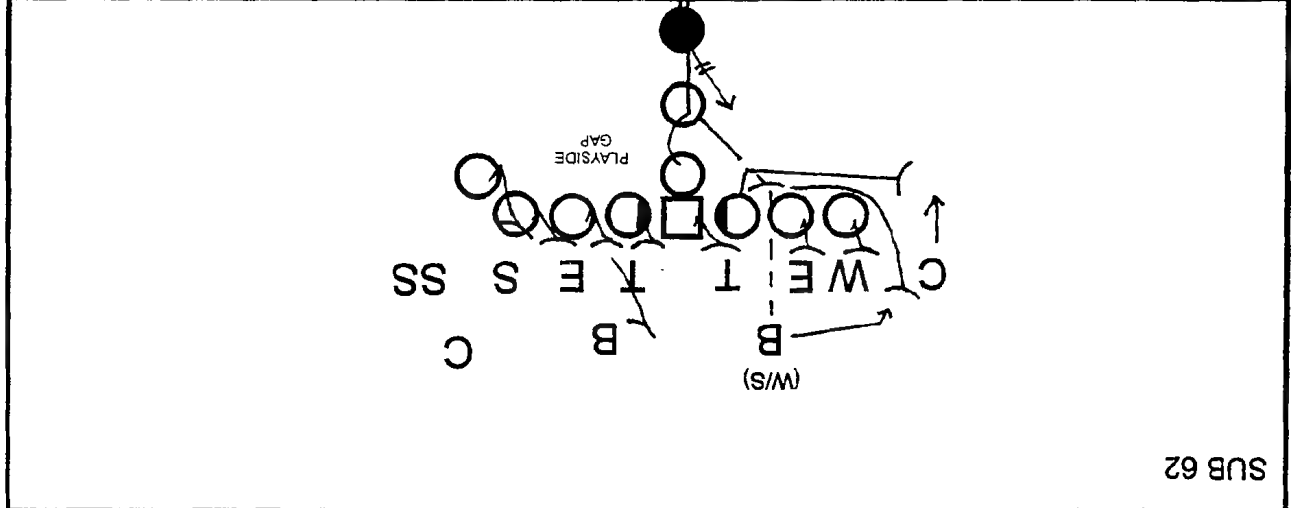
# STRETCH RIGHT (STRONGSIDE) (STRONG RIGHT)



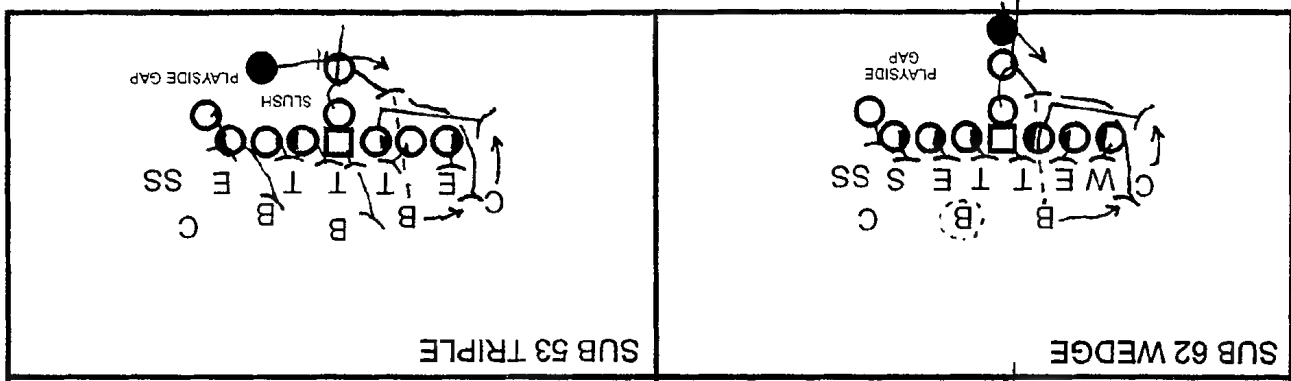
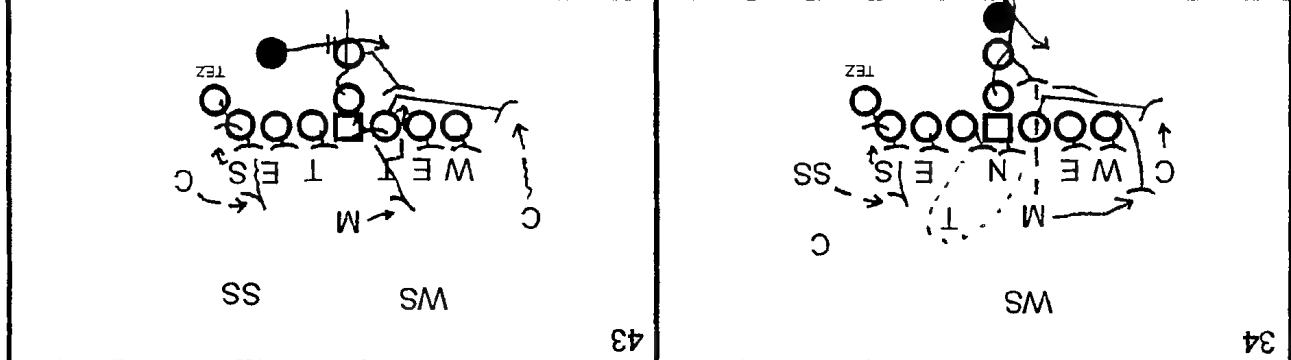
# STRETCH LEFT (WEAKSIDE) (WEAK RIGHT)

<p>SUB 62</p> 		<p>QB: SAME AS STRETCH LEFT.</p> <p>BB: 1ST FORCE. READ BLOCK OF X.</p> <p>BC: KEY BLOCK OF X.</p> <p>LINE: MAN BLOCKING, FULL ZONE PRINCIPLES. POSSIBLE GANG. NOTE: OFFSIDE = PLAYSIDE GAP TECHNIQUE.</p> <p>X: MAN BLOCKING. ALERT "GANG", YOUR CALL. ALERT E-Z VS TUFF.</p> <p>Y: PLAYSIDE GAP TECHNIQUE.</p> <p>Z: PLAYSIDE GAP TECHNIQUE.</p>	
<p>SUB 62 TUFF</p> 	<p>GANG</p> 		
<p>43</p> <p>WS</p> <p>SS</p> 	<p>34</p> <p>WS</p> 		
<p>SUB 53 TRIPLE</p> 		<p>SUB 62 WEDGE</p> 	

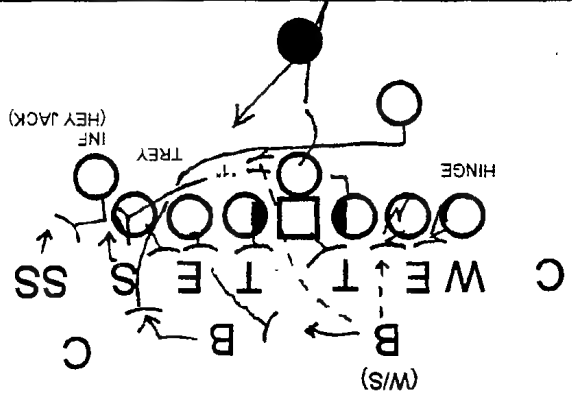
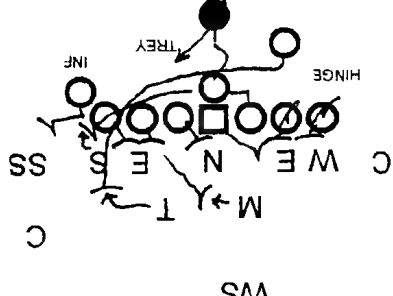
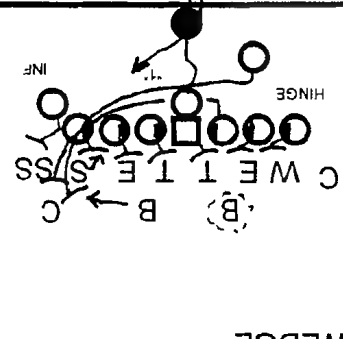
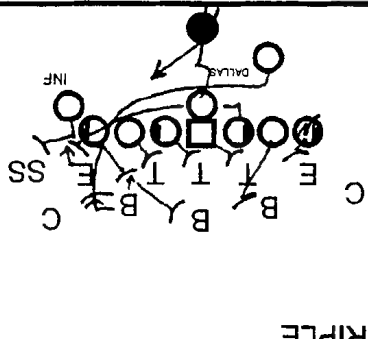
# RIDE LEFT (WEAKSIDE) (I, STRONG)



- CB: OPEN AWAY, HAND TO B.C. FAKE PLAY ACTION.
- BB: BEST PATH TO ONSIDE LB.
- BC: STRETCH BALL HANDLING. READ BLOCK OF X.
- LINE: MAN BLOCKING, ONSIDE GUARD PULL, BLOCK FORCE.  
NOTE: OFFSIDE = PLAYSIDE GAP TECHNIQUE.  
CENTER MUST CUT-OFF 1 TECHNIQUE.
- X: MAN BLOCKING.  
NOTE: NO GANG CALL.
- Y: PLAYSIDE GAP TECHNIQUE.
- Z: PLAYSIDE GAP TECHNIQUE.



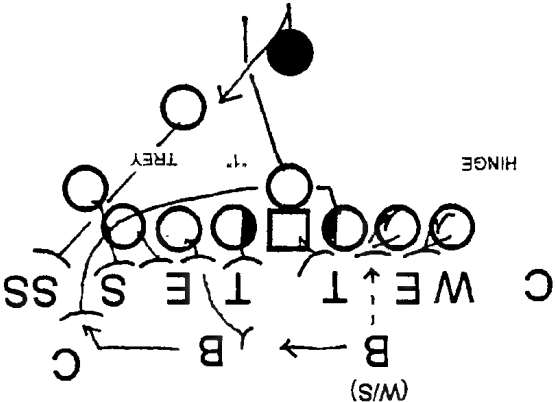
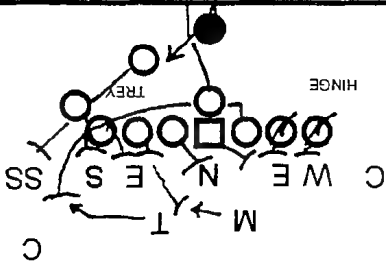
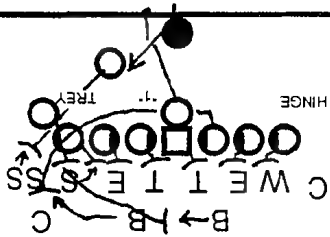
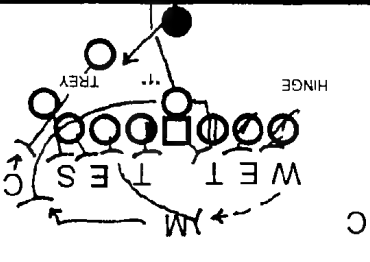
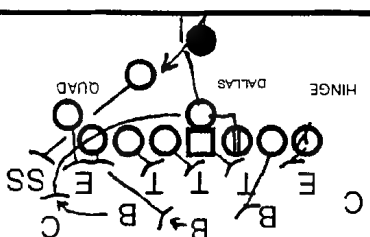
# COUNTER SWITCH RIGHT INFLUENCE (WEAK)

<div data-bbox="1274 1806 1404 1848">SUB 62</div> 	<div data-bbox="698 1008 1364 1354">           QB: COUNTER RIGHT BALL HANDLING.            BB: SAME ACTION AS COUNTER SWITCH RIGHT.            BC: SAME ACTION AS COUNTER SWITCH RIGHT.            LINE: SAME BLOCKING AS COUNTER SWITCH RIGHT.            X: SEAL INSIDE, ALERT HINGE AND PICK-OUT.            Y: SAME BLOCKING AS COUNTER SWITCH RIGHT.            Z: INFLUENCE MAN OVER Y, TURN OUT. (HEY JACK)         </div>
<div data-bbox="1356 924 1404 966">34</div> <div data-bbox="901 609 1307 924">           WS   </div>	<div data-bbox="1161 556 1404 598">SUB 62 WEDGE</div>  <div data-bbox="535 546 771 588">SUB 53 TRIPLE</div> 

(RIGHT)



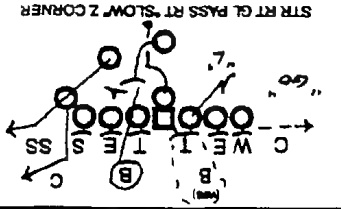
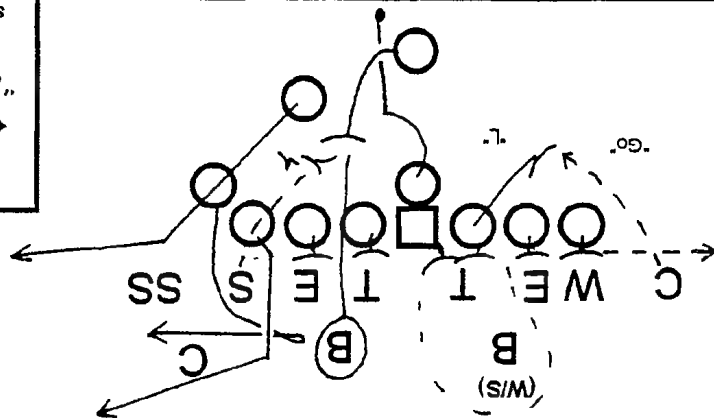
# POWER QUAD RIGHT (STRONG RIGHT)

<div data-bbox="1281 1814 1396 1848" data-label="Text">SUB 62</div> 	<div data-bbox="948 1327 1360 1354" data-label="Text">QB: POWER RT BALL HANDLING.</div> <div data-bbox="636 1276 1360 1304" data-label="Text">BB: SAME ACTION AS POWER RT EXCEPT ONE HOLE WIDER.</div> <div data-bbox="636 1226 1360 1253" data-label="Text">BC: SAME ACTION AS POWER RT EXCEPT ONE HOLE WIDER.</div> <div data-bbox="604 1176 1360 1203" data-label="Text">LINE: SAME BLOCKING AS POWER RT EXCEPT ONE HOLE WIDER.</div> <div data-bbox="786 1125 1360 1152" data-label="Text">X: SEAL INSIDE, ALERT HINGE AND PICK-OUT.</div> <div data-bbox="912 1075 1360 1102" data-label="Text">Y: QUAD BLOCK. ALERT DOWN-IT.</div> <div data-bbox="912 1024 1360 1052" data-label="Text">Z: QUAD BLOCK. ALERT DOWN-IT.</div>
<div data-bbox="1360 938 1396 966" data-label="Text">34</div> <div data-bbox="1123 898 1182 926" data-label="Text">WS</div> 	<div data-bbox="1170 571 1406 598" data-label="Text">SUB 62 WEDGE</div> 
<div data-bbox="734 938 769 966" data-label="Text">43</div> <div data-bbox="526 898 583 926" data-label="Text">WS</div> <div data-bbox="349 898 391 926" data-label="Text">SS</div> 	<div data-bbox="544 562 769 590" data-label="Text">SUB 63 TRIPLE</div> 

# GOALLINE PASS RIGHT

72 China Flat

SUB 62



QB: FAKE ISO RT, SET UP BEHIND GUARD QUICK 5 STEPS READ FB/VZ.

FB/HB: FREE RELEASE - ROUTE = FLAT

HB/FB: FAKE ISO RT BLOCK INSIDE OUT (DOUBLE READ) ALERT HEAVY.

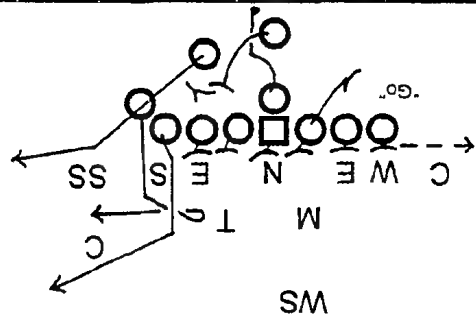
LINE: MAN BLOCKING, CENTER AND OFFSIDE GUARD ALERT R/L PICK OUT. ALERT "GO" CALL TO X.

X: MAN BLOCKING, CHECK LATE FLAT.

Y: INSIDE RELEASE ROUTE = CORNER 7

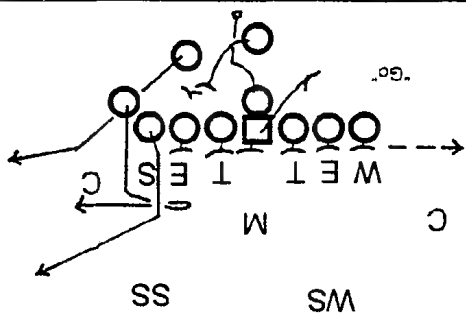
Z: ROUTE = 2 CHINA

34

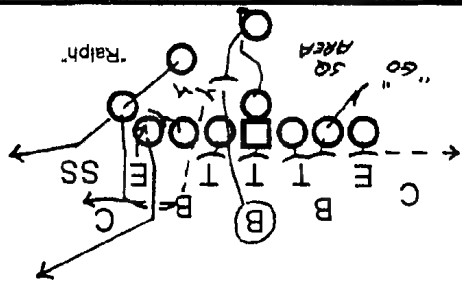


SUB 62 WEDGE

43



SUB 53 TRIPLE





X CORNER



FAKE ISO LEFT, SET UP BEHIND GUARD. QUICK 5 STEPS, READ FB/X/Z.

FB/HB: FREE RELEASE, ROUTE = FLAT

HB/FB: FAKE ISO LT, BLOCK INSIDE OUT ( DOUBLE READ) ALERT HEAVY.

LINE: MAN BLOCKING, CENTER AND OFFSIDE GUARD ALERT R/L-PICK OUT. ALERT "GO" CALL TO Y.

X: INSIDE RELEASE. ROUTE = 7 CORNER.

Y: MAN BLOCKING, CHECK LATE FLAT.

Z: ROUTE = 6. ALERT S/S BLITZ.



SUB 62 WEDGE



53 SUB



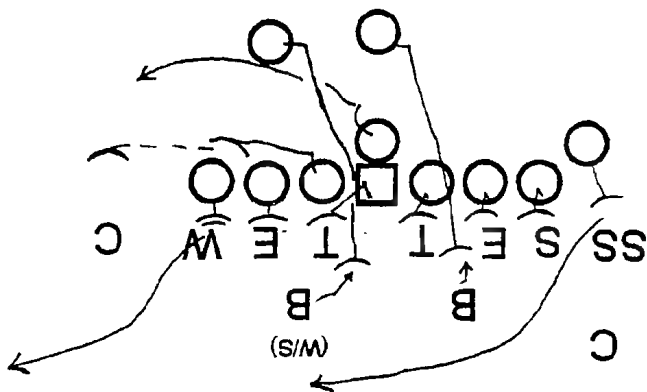
# GOALLINE PASS RIGHT

226 Y Sneak

<p>SUB 62</p>	<p>QB: FAKE ISO RT, SET UP BEHIND GUARD QUICK 5 STEPS READ FB/Y/Z.          FB/HB: FREE RELEASE - ROUTE = FLAT          HB/FB: FAKE ISO RT BLOCK INSIDE OUT ( DOUBLE READ) ALERT HEAVY.          LINE: MAN BLOCKING, CENTER AND OFFSIDE GUARD ALERT R/L PICK OUT.          X: INSIDE 2 ROUTE.          Y: BLOCK DOWN ON DE. SNEAK ACROSS FORMATION.          Z: ROUTE = 6 (GET TO THE END LINE OF EZ, FIND OPEN AREA).</p>
<p>34</p>	<p>43</p>
<p>SUB 62 WEDGE</p>	<p>SUB 53 TRIPLE</p>

# GOALLINE BOOT RIGHT

SUB 62



QB: OPEN TO, FAKE TO NEAR BACK AND BOOT OUT FOR RUN OR PASS OPTION..

FB/HB: DIVE AT THE INSIDE LEG OF PLAYSIDE GUARD. MAKE A "GREAT FAKE." RESPONSIBLE FOR LB YOUR SIDE.

HB/FB: DIVE AT THE OUTSIDE LEG OF OFFSIDE GUARD. MAKE A "GREAT FAKE." RESPONSIBLE FOR LB YOUR SIDE.

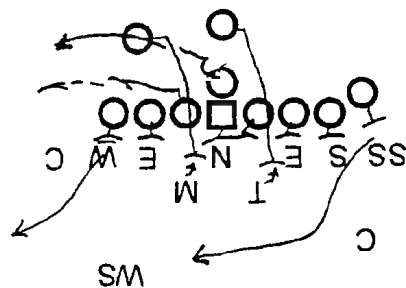
LINE: OFFSIDE-MAN BLOCK INSIDE NUMBER. CENTER OVER BLOCK TO BOOT SIDE. GUARD PULL GETTING A LITTLE DEPTH. READ DEFENDER OVER TE TO FORCE.

X: SLAM MAN OVER. RUN ROUTE = 1. NOTE: MAY HAVE TO DRIFT FOR DEPTH.

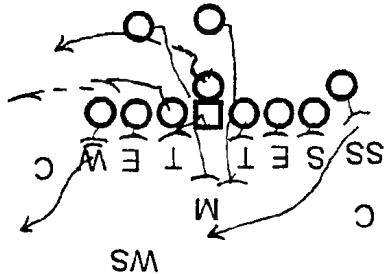
Y: MAN BLOCK #3 (INSIDE NUMBER).

Z: SLAM S/S, RELEASE RUN OVER ROUTE.

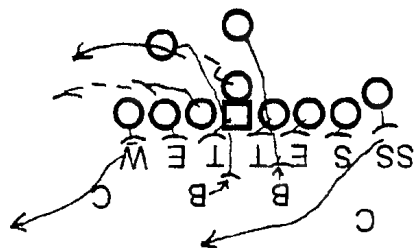
34



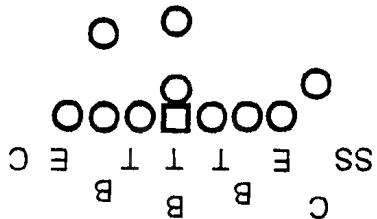
43



SUB 62 WEDGE



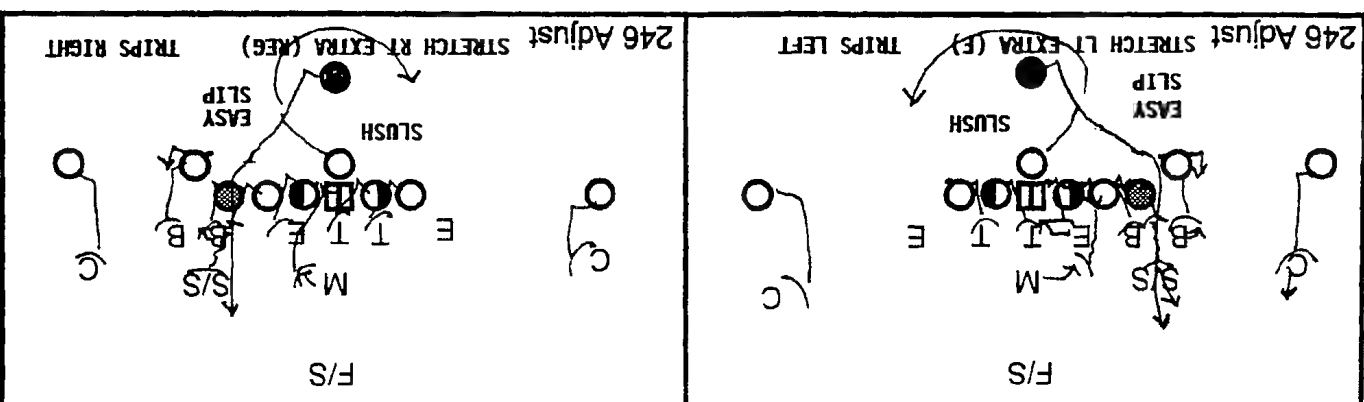
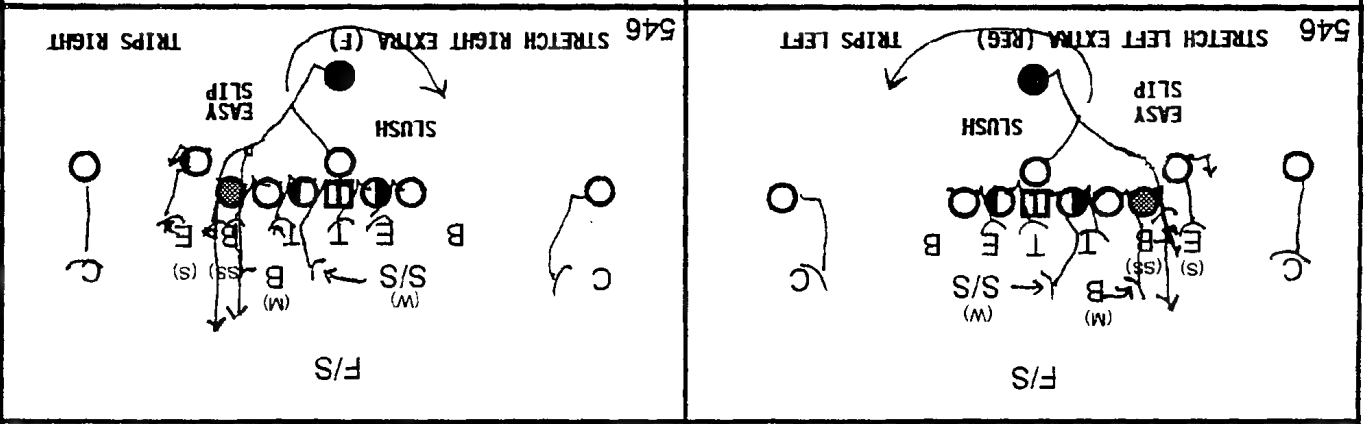
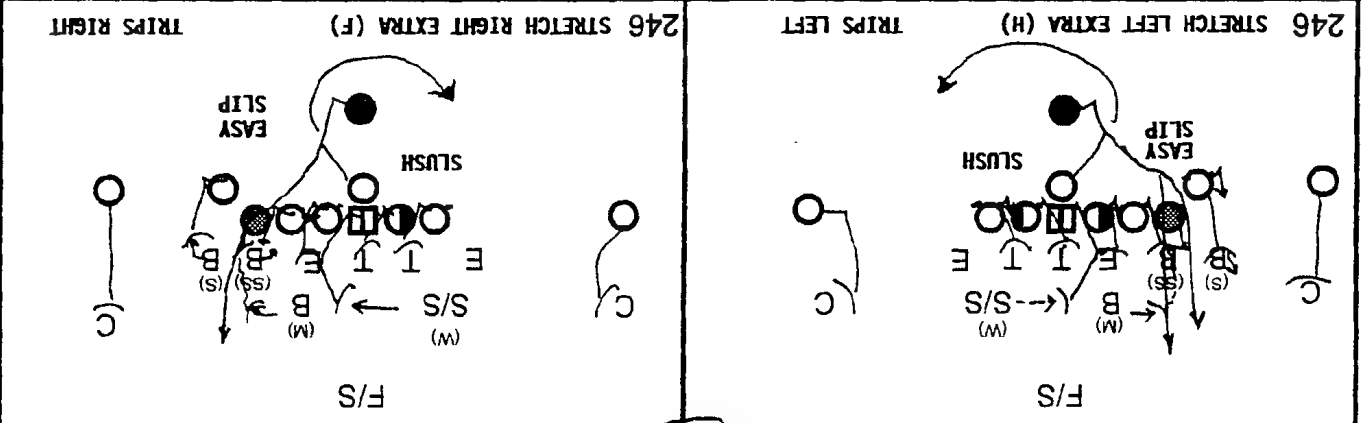
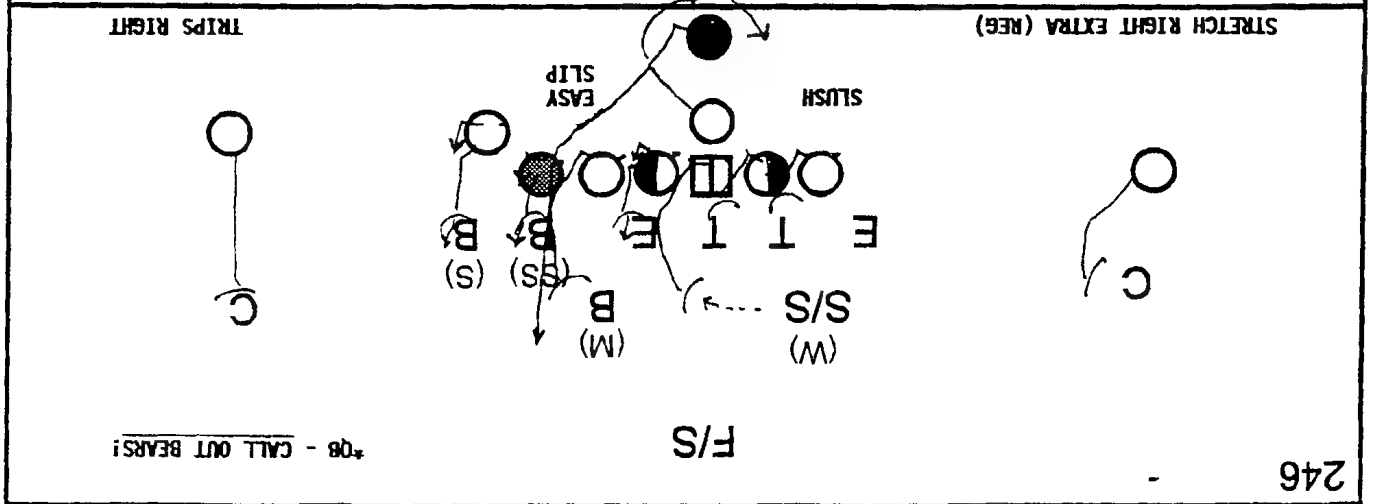
SUB 53 TRIPLE



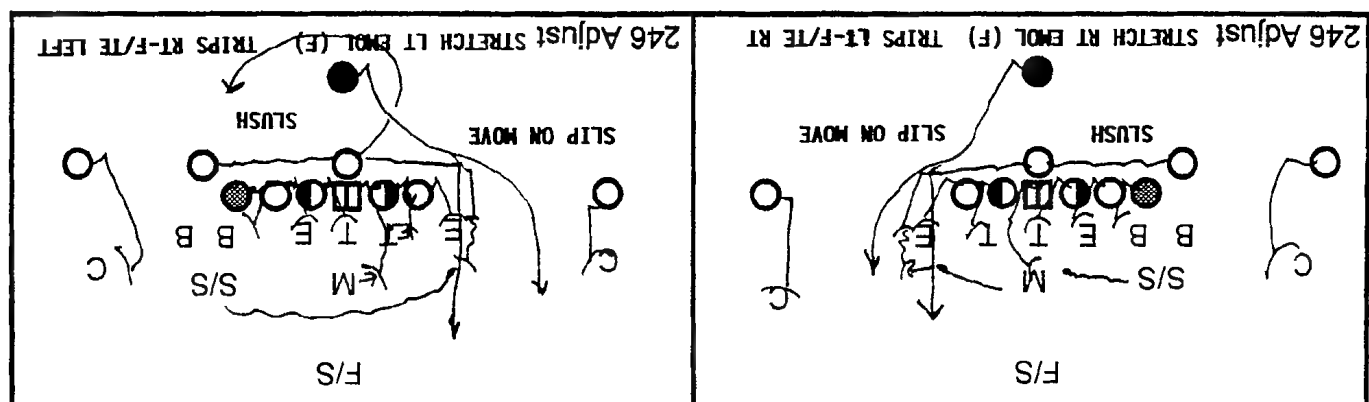
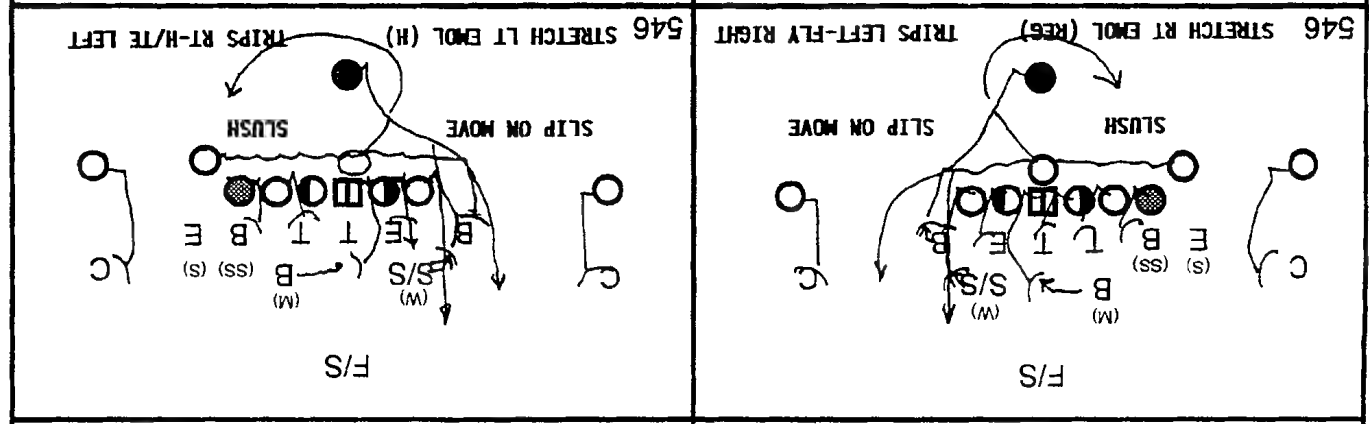
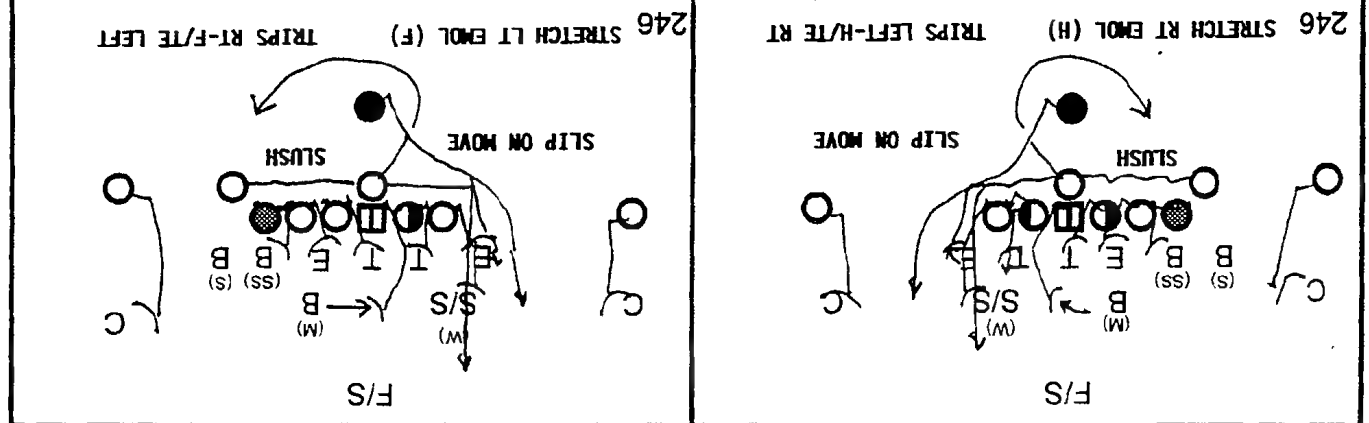
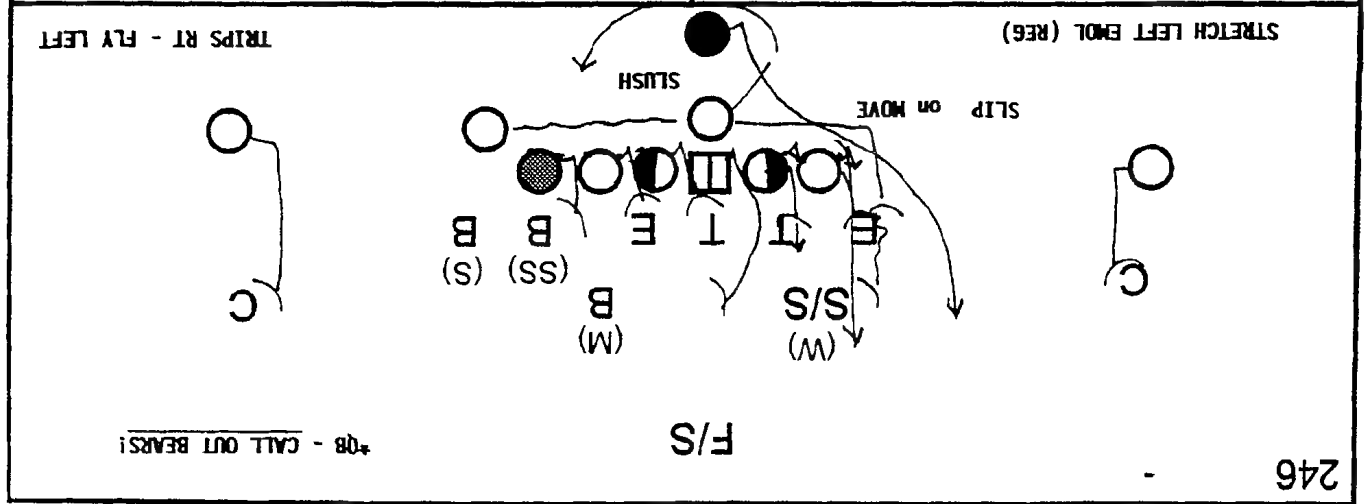
# Bears

<u>ITEM</u>	<u>PAGE</u>
Stretch Extra	1
Stretch EMOL	2
Call (Weak)	3
Press (Weak)	4
Quick Protection	5-7
Base Protection	8
Scat Protection	9
Slide Protection	10
Pass 6/7 Weak Protection	11
Pass 8/9 Strong Protection	12

# Bear Runs

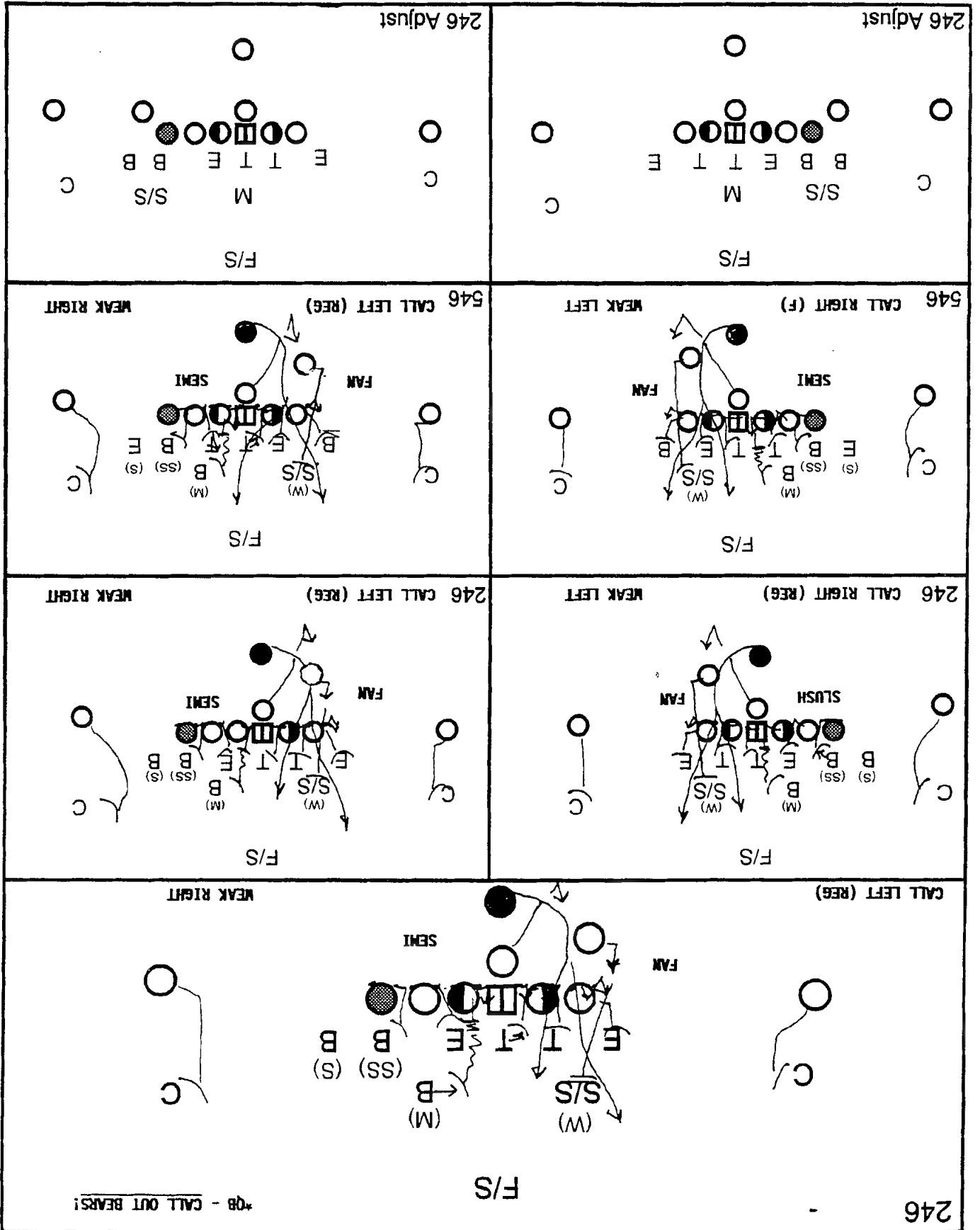


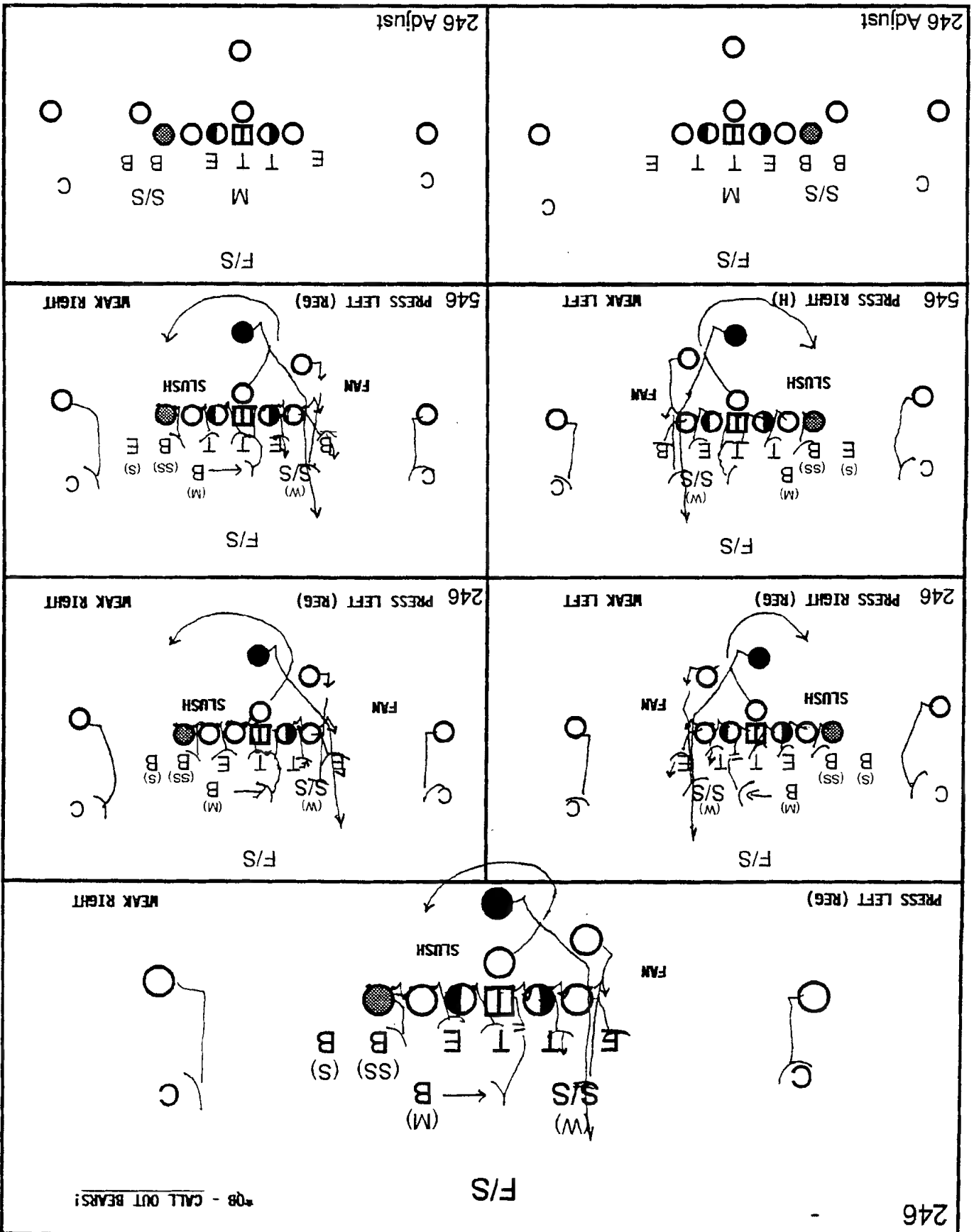
# Bear Runs



# Bear Runs

# Call Lt-Rt

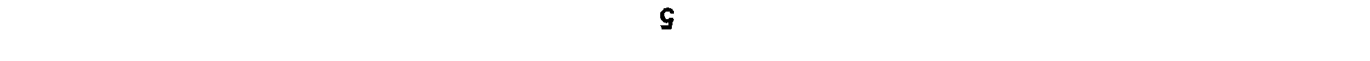
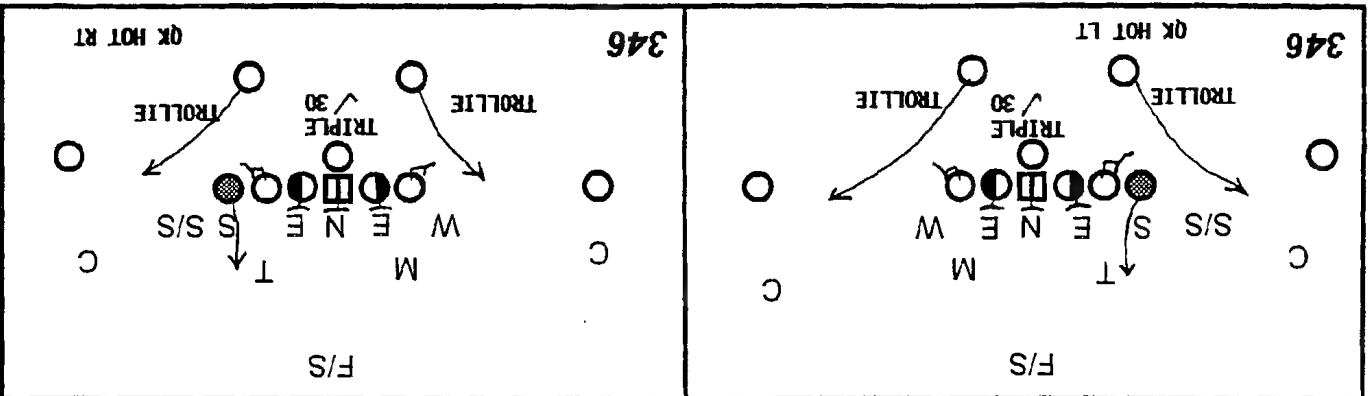
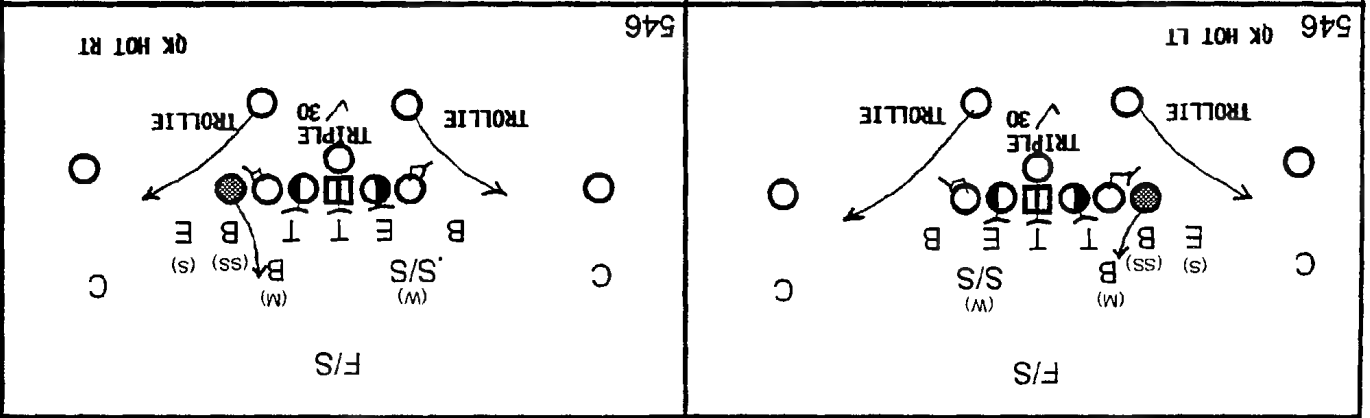
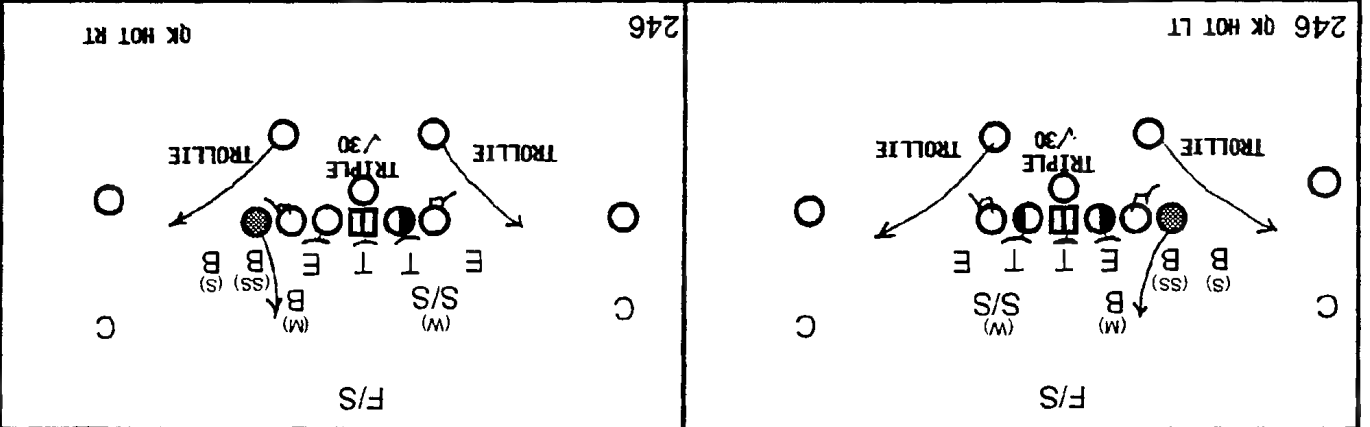
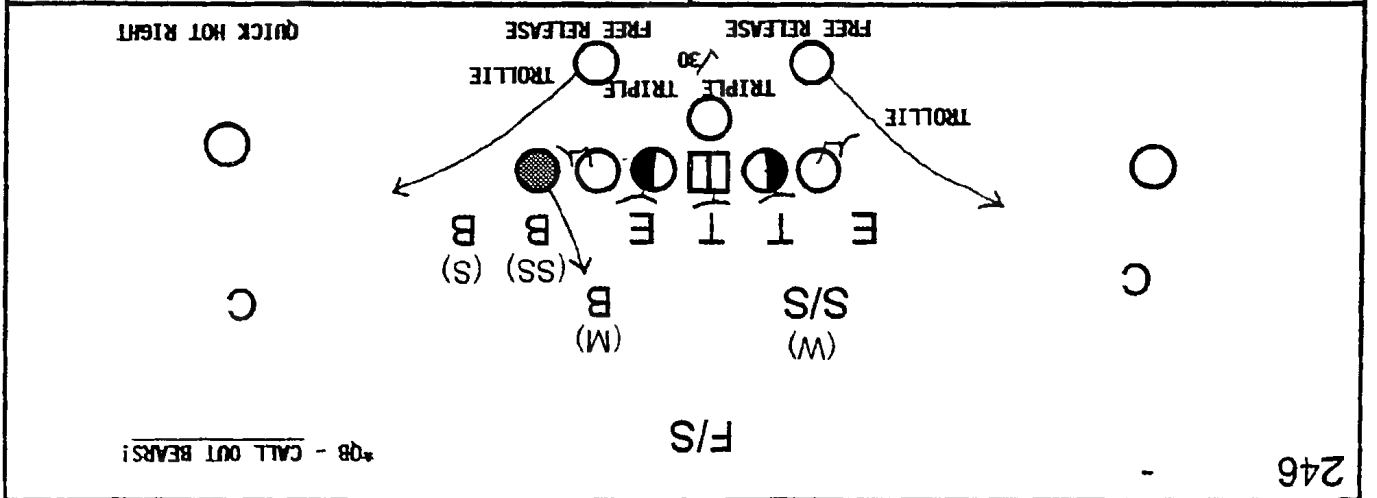




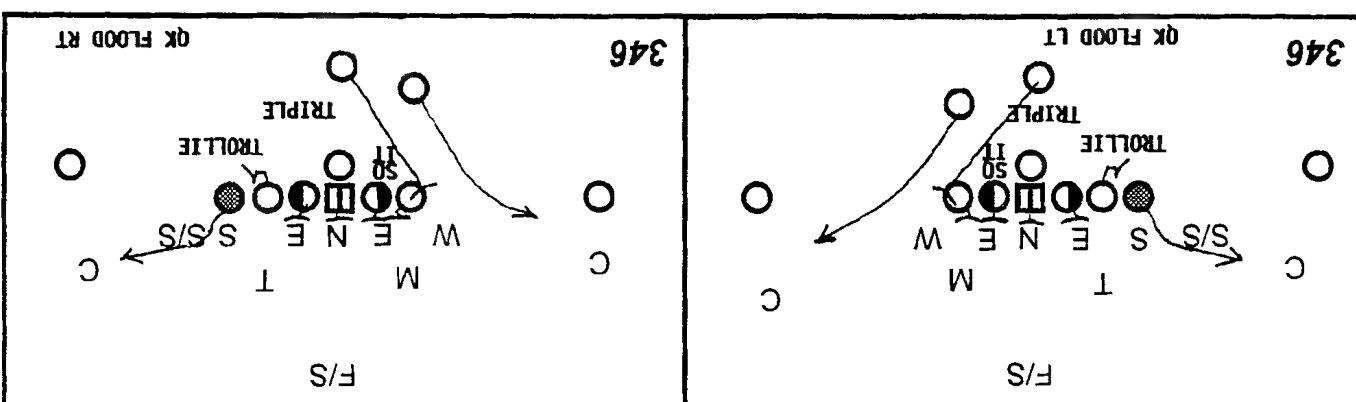
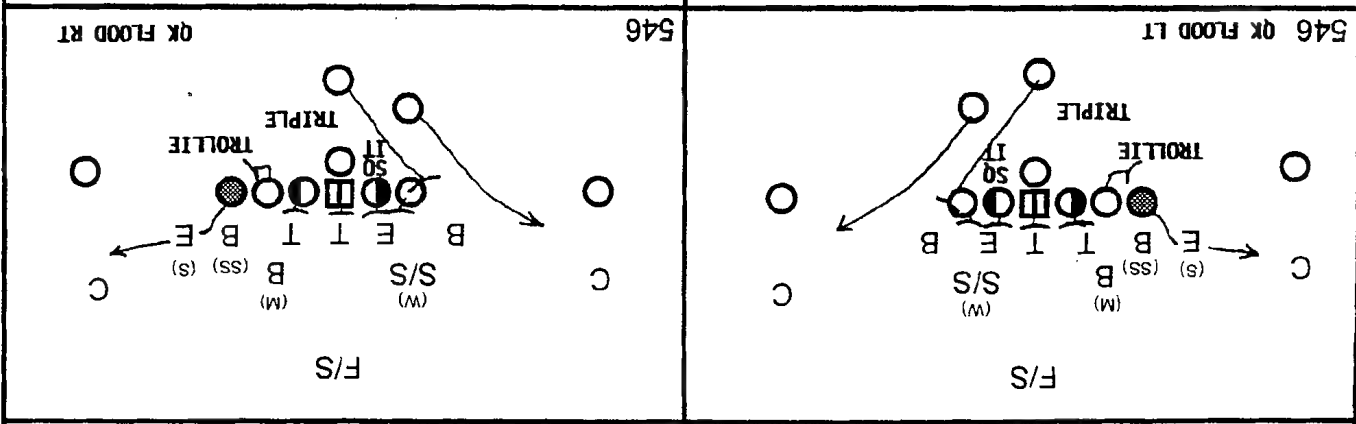
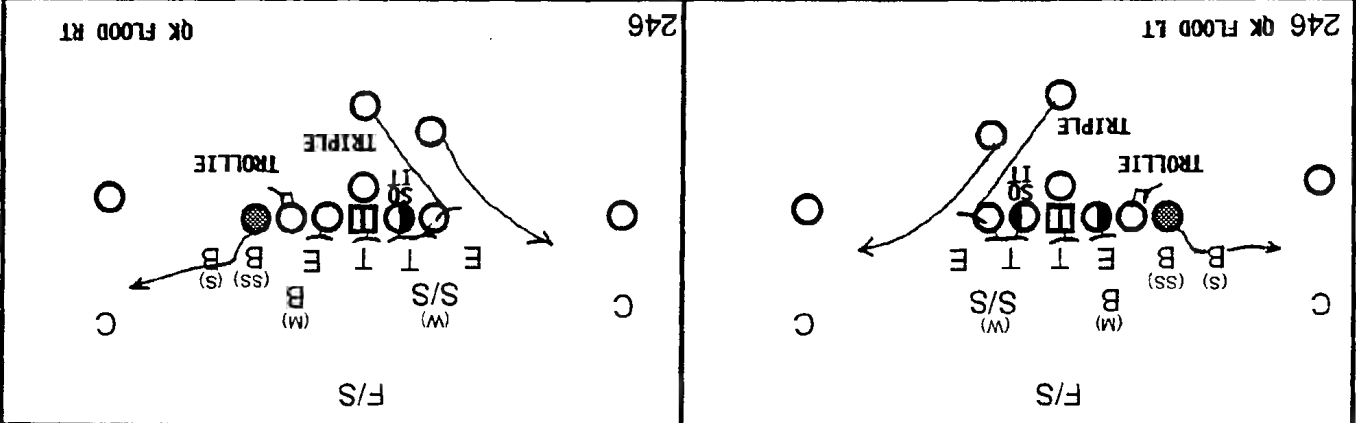
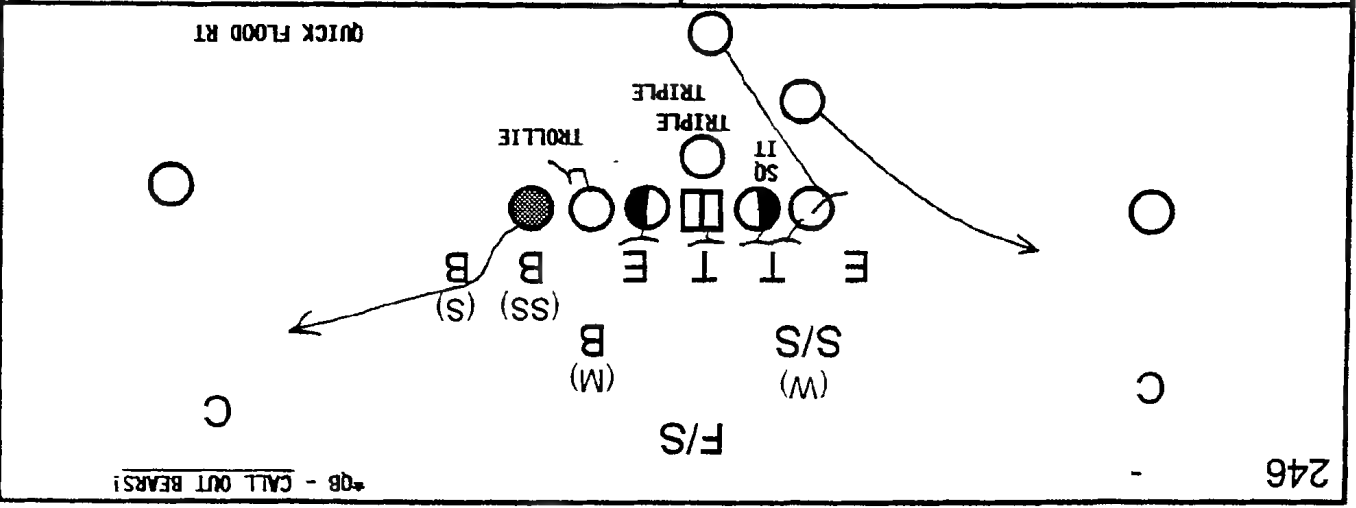


# Quick Hot Rt-Lt

# Bear Pass Protections



# Bear Pass Protections



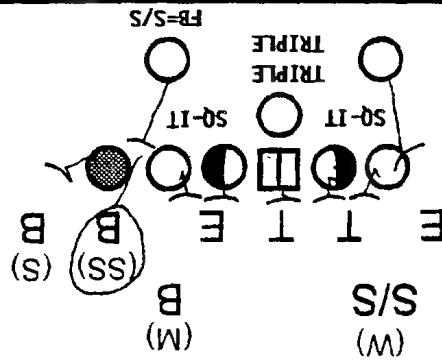
# Bear Pass Protections

## Quick Max Rt-Lt

246

F/S

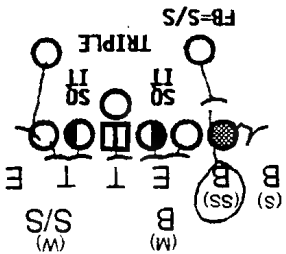
\*QB - CALL OUT BEARS!



QUICK MAX RIGHT

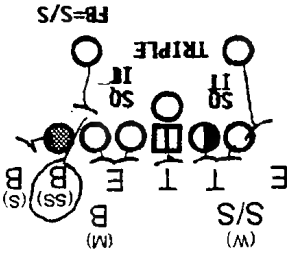
246 QK MAX LT

F/S



246

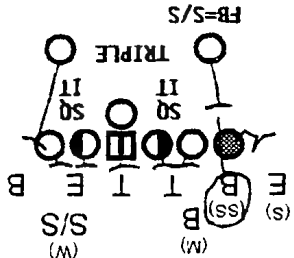
F/S



QK MAX RT

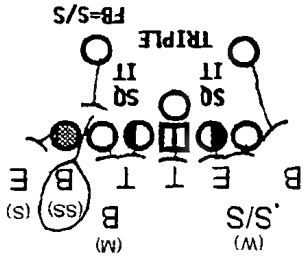
546 QK MAX LT

F/S



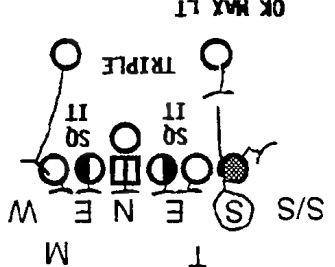
546

F/S



QK MAX RT

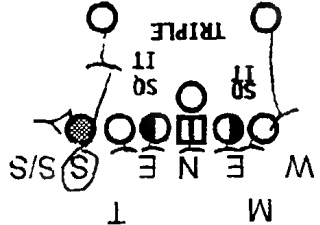
F/S



346

346

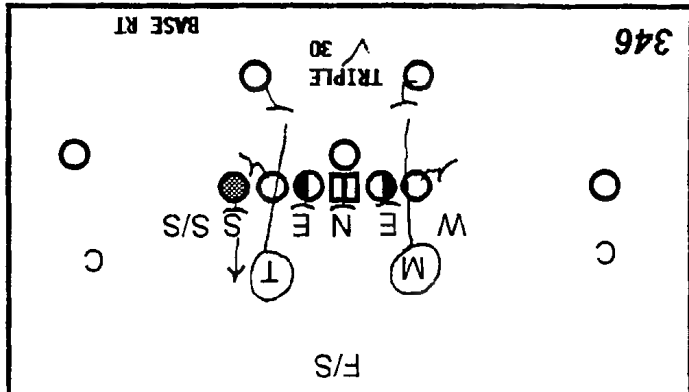
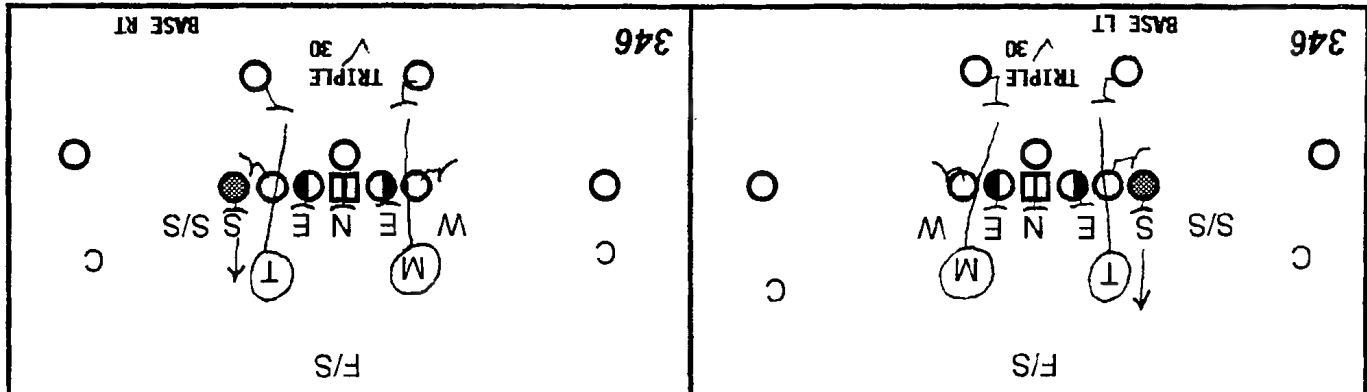
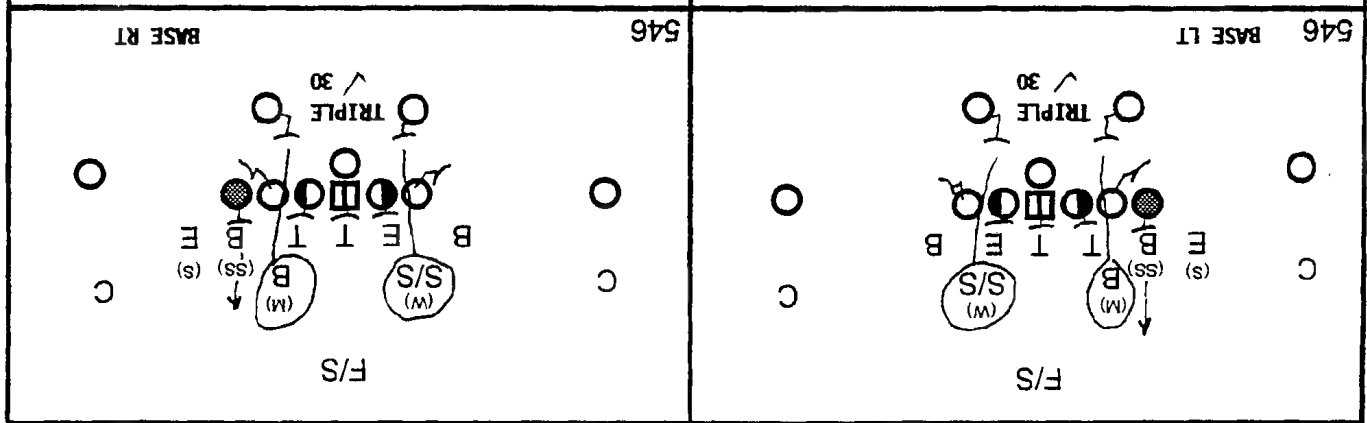
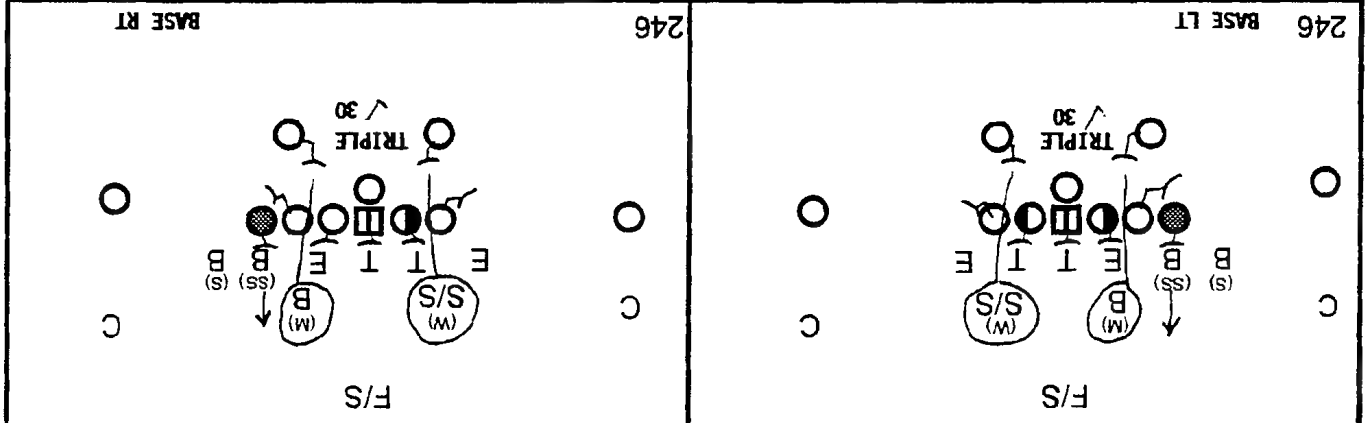
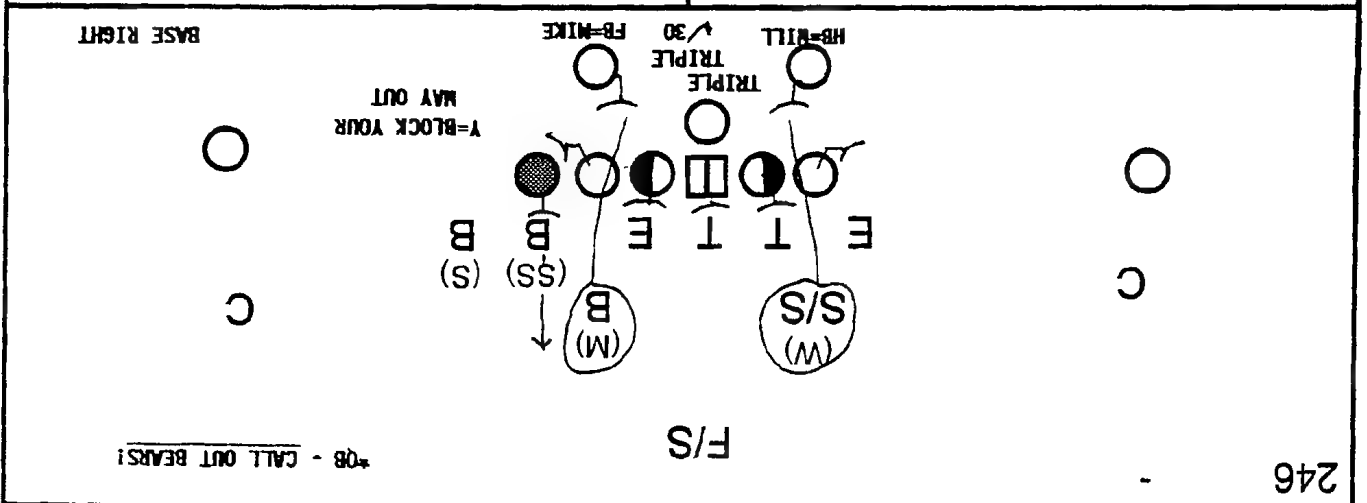
F/S



QK MAX RT

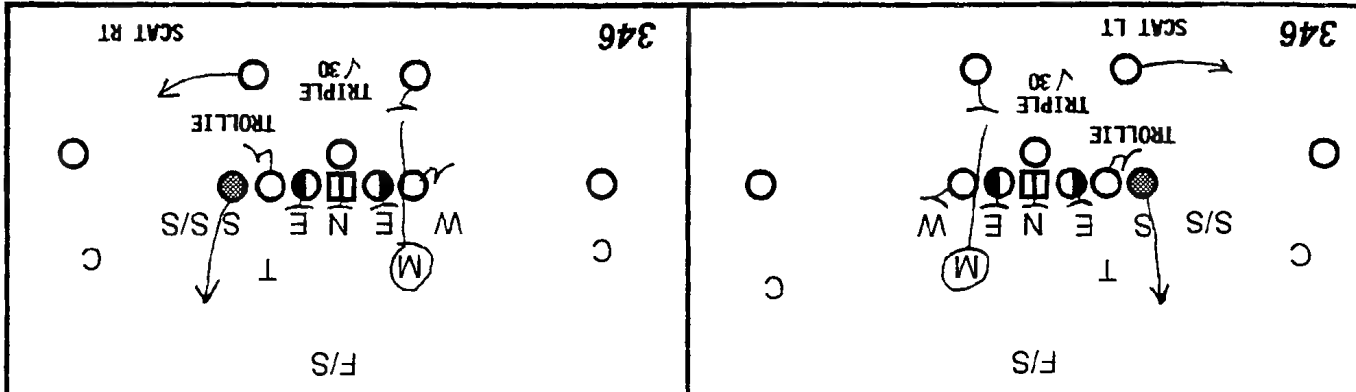
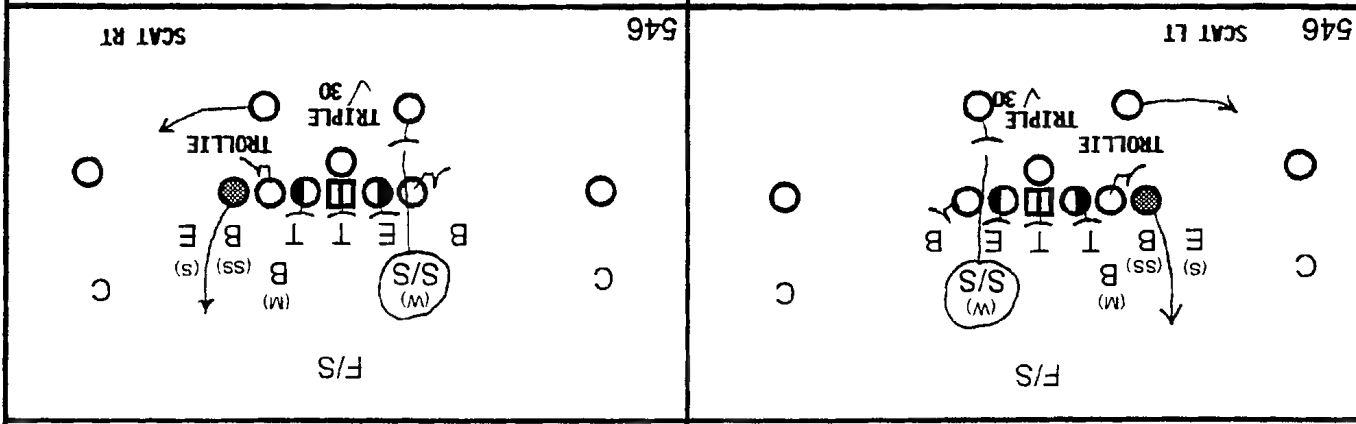
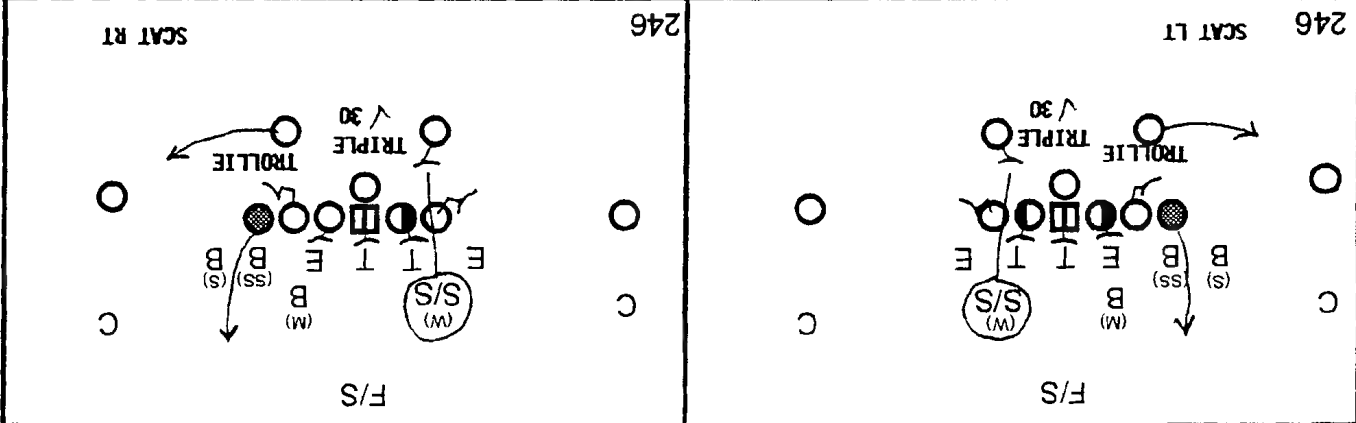
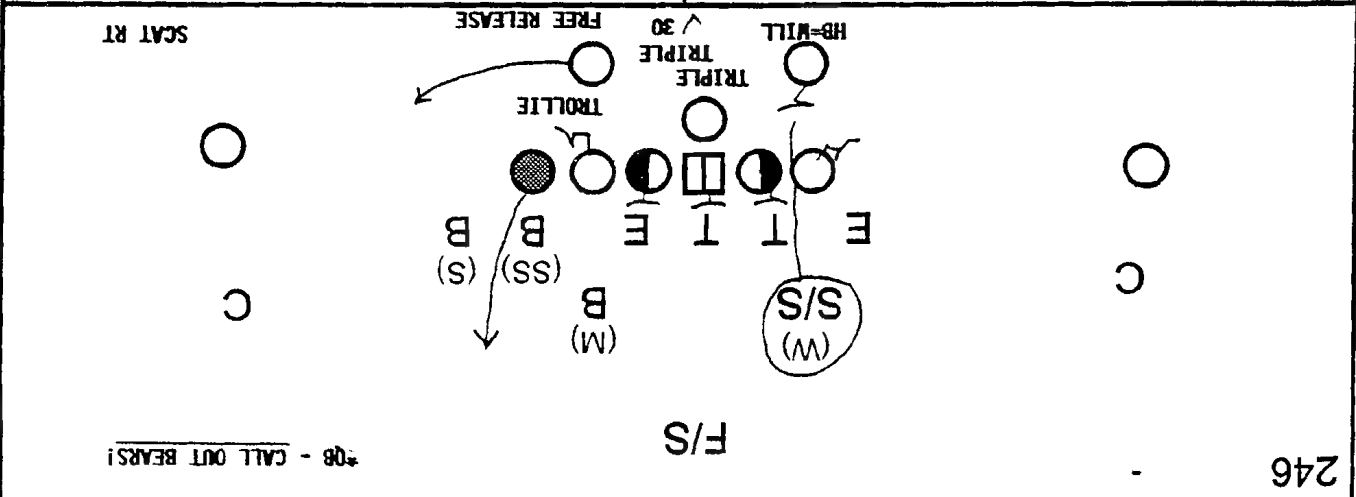
# Bear Pass Protections

## Base Rt-Lt



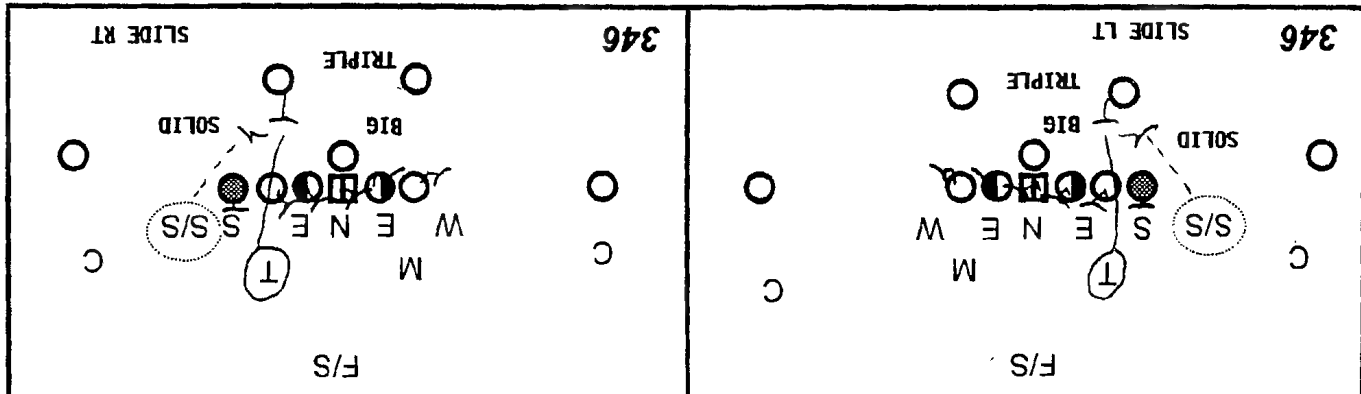
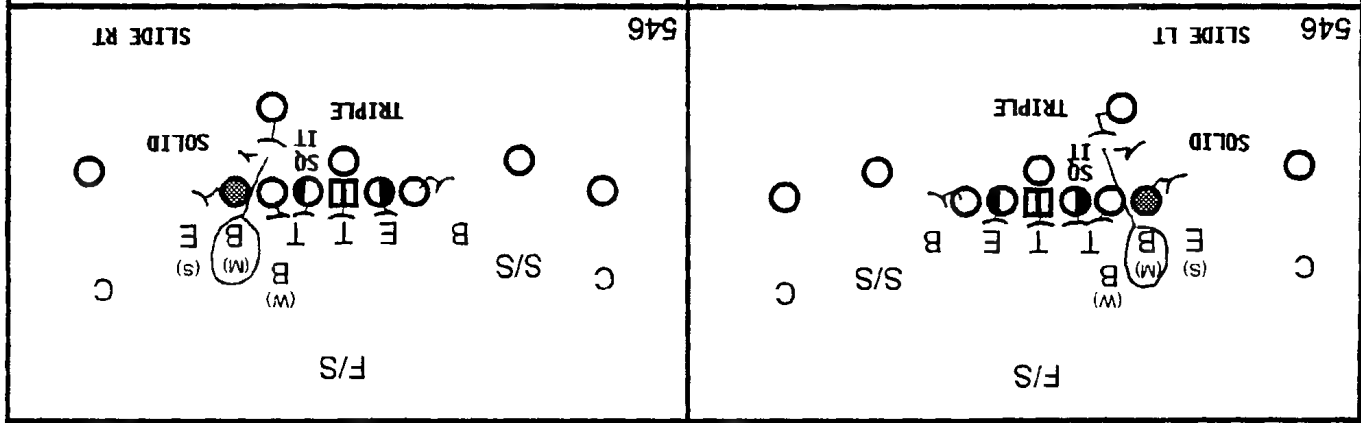
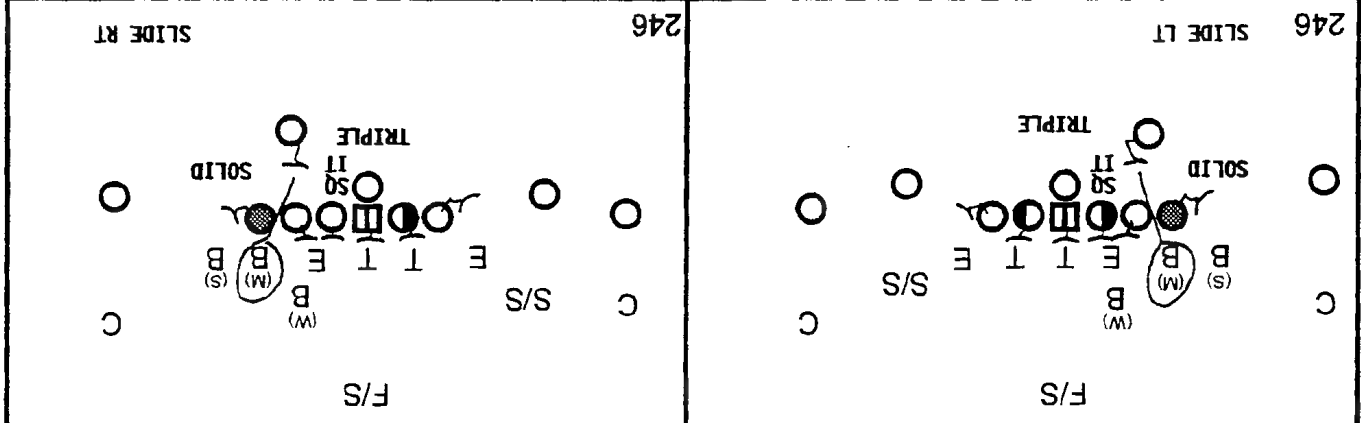
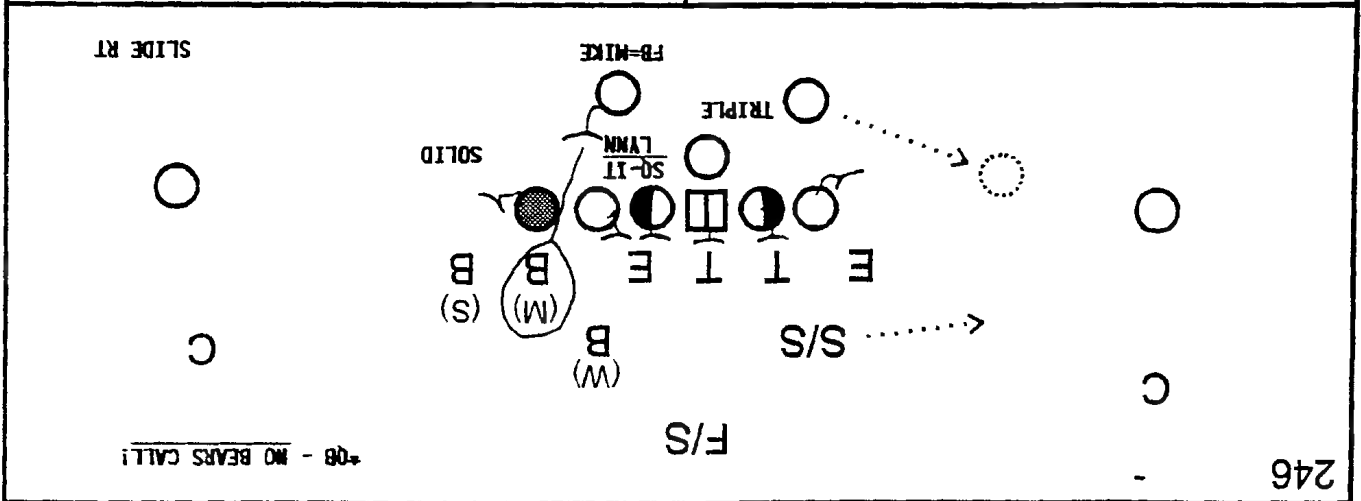
# Scat Rt-Lt

# Bear Pass Protections



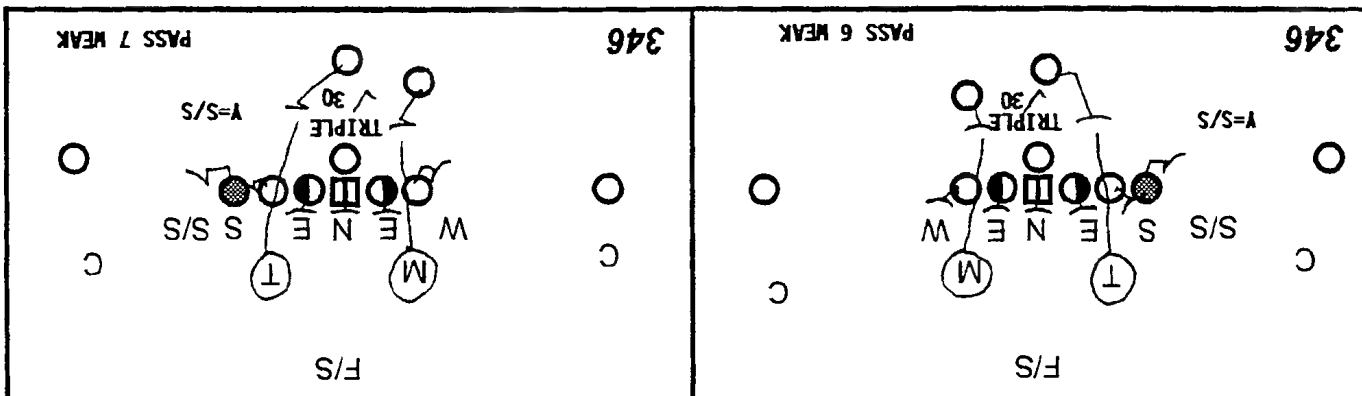
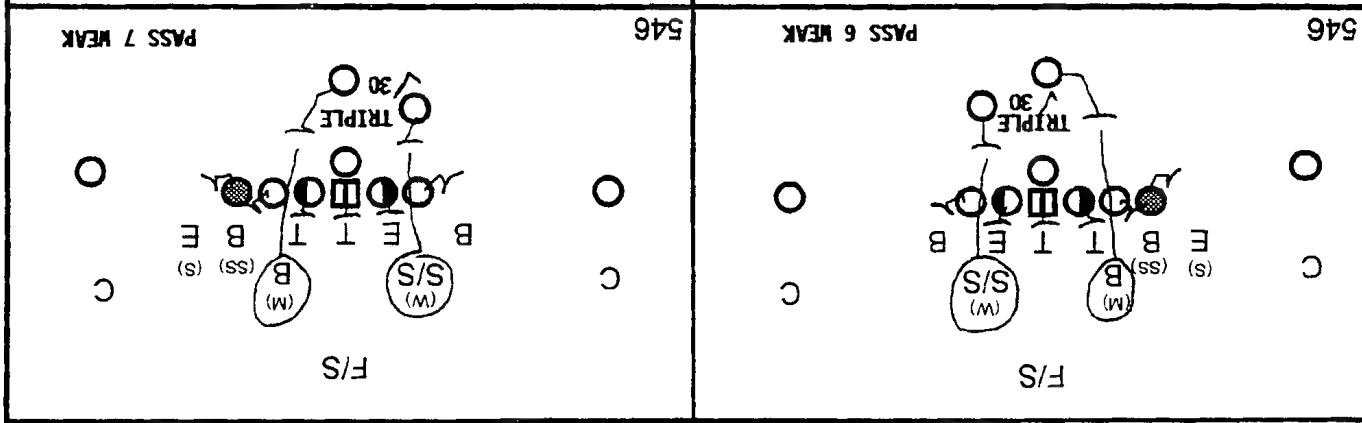
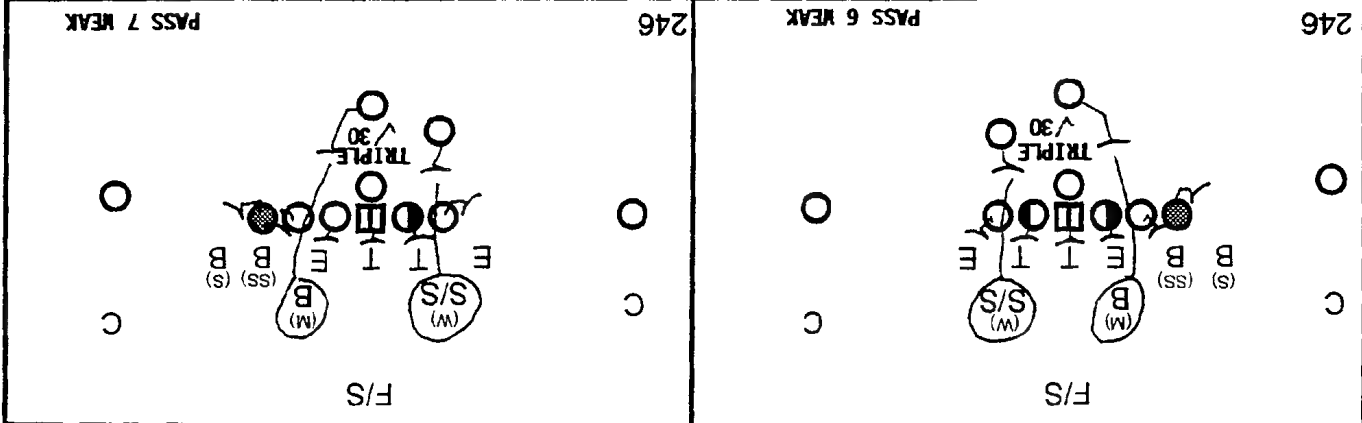
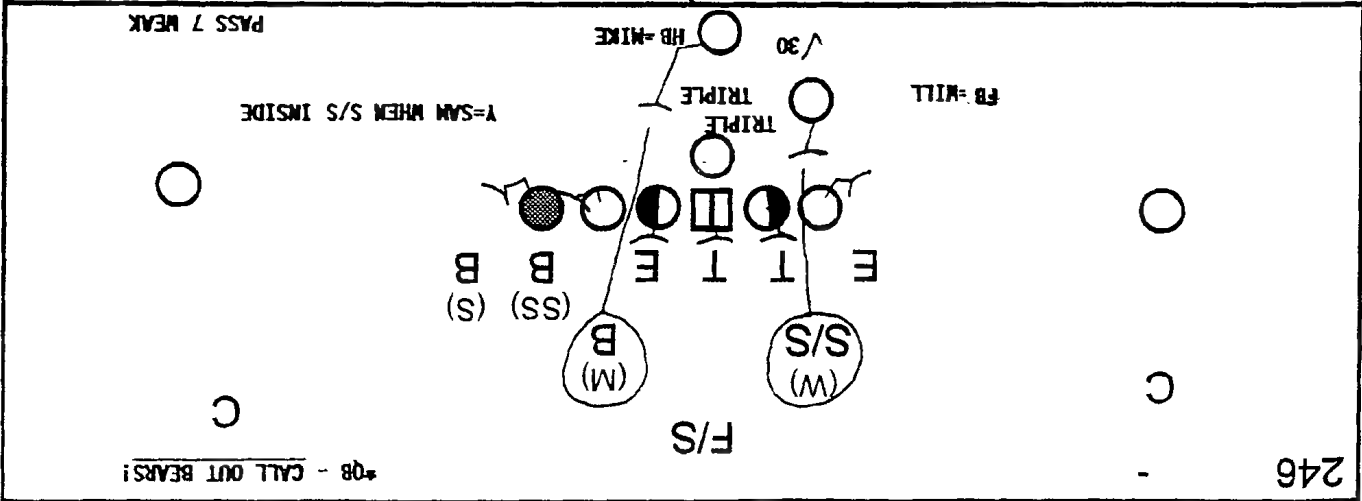
# Bear Pass Protections

## Slide Rt-Lt



# Pass 6-7 Weak

# Bear Pass Protections



# Bear Pass Protections

## Pass 8-9 Strong

